

# *The Hardy Boys Series*

*Book Synopses 1-40 (Originals)*



As Read to My Son Scott between

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Photo Above: Our **HBS** Collection

Written for personal enjoyment from notes I made as I re-read the series to my son, Scott.

James A. Cook

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# *The Hardy Boys Series*

## *Book Synopses for 1-40 (Originals)*

Plot Summaries, Character and Locations Lists



### **1. *The Tower Treasure***

**Frontice Piece:** p. 86

**Dust-jacket Cover:** p. 182

**Plot:** The story begins with Frank and Joe—the Hardy Boys—riding their motorcycles on an errand for their detective father. They are delivering some legal papers to a nearby town when they are nearly run over by a speeding car. We find a little later the same driver, wearing a red wig, steals Chet's car and tries to hold up a company in town. So mystery #1 is, who almost ran over them? Mystery #2 is, what happened to Chet's car and mystery #3

appears when Frank and Joe get involved trying to find some missing “loot,” stolen from the Applegate mansion. It turns out they are all related; the loot was stolen by same guy who almost hit them and who later stole Chet’s car.

Frank and Joe find Chet's car accidentally on a picnic and later go back to further search and find a red wig and some clothes that belonged to the thief. With their father’s help, they trace the wig to a professional crook in New York.

Later the antagonist who stole from them, and as we later find out stole from two characters known as the Applegates, is severely injured trying to escape the authorities. A confession is obtained by Fenton Hardy, their professional detective father. Their adversary, Red Jackley, confesses to having hidden the treasure "in the old tower.”

The Hardys wrongly assume that reference meant it is hidden somewhere in the old tower of *the Applegate mansion*, but they are unable to locate it there; and neither does Abigail Applegate who does her own investigation. Later, while on an outing just to get away, they spot an abandoned water tower near a railroad. It suddenly occurs to them that the jewels and securities might be hidden in *that* old water tower, rather than old tower in Applegate mansion. The Hardys recognize the possibility since Jackley once worked on the railroad nearby and they scramble up the water tower to discover the treasure. After solving the mystery they are honored by a banquet. First book in the series. Published in 1927!

### **Key Characters:**

- Hurd Applegate, eccentric wealthy guy who has the stamps, jewels, and securities stolen
- Abigail Applegate, wife of Hurd who tries herself to locate the stolen treasure at one point in the book
- Mr. Henry Robinson, servant of Hurd Applegate who was accused of the theft, but was innocent (the Hardy's cleared him)
- John (Red) Jackley, the bad guy in the story, wore red wigs and stole Applegate's stuff, stole Chet's car, and finally confesses on death bed
- In this introductory book the characters of Chet Morton, Tony Prito, Slim Robinson (son of Henry Robinson), Biff Hooper, Jerry Gilroy, and Phil Cohen are introduced as buddies of the Hardys. Generally I won’t be mentioning them anymore.
- Callie Shaw and Iola Morton (sister of Chet) are introduced as interests of Frank and Joe.

### **Key locations:**

- Bayport, city of 50,000 inhabitants and located 3 miles (p. 2) from the Atlantic Ocean
- Willowville, a village located on Barmet Bay north of Bayport off the main road, where Frank and Joe were delivering the legal papers at the beginning of the book
- Chet's home is located about 1 mile from Bayport on a country road (p. 11)
- New York City; where Fenton attempts to track down the elusive thief.

### **2. *The House on the Cliff***

**Frontice Piece:** p. 143

**Dust-jacket Cover:** p. 121

**Plot:** The Hardy's and friends—Chet, Biff, and Jerry Gilroy—go on an outing and decide to visit the deserted Pollucca house. That house *is* the house on the cliff as it comes to be known in the title. During a rain storm they are frightened away by shrieks from within the house. In addition, they find that they had some tools stolen from their motorcycles when they parked them in a nearby shed during the rain. They discover this fact later when Frank's cycle needs repair on the way home. After the repair the Hardys split from the other three friends, who decide to go to Chet's home by a back road.

The Hardys on their return to Bayport notice a boat chase out on Barmet Bay. It begins to look serious when the chasing boat fires shots and eventually the other boat explodes! The Hardys park their bikes, locate a deserted row boat, and save the man just before he would have drown.

They row over to a nearby home and ask for help in assisting the man who is seriously hurt. When he begins to revive he gives a "fishy" story (pun intended) and an apparently false name (Jones). Then he collapses. The Hardys begin to suspect smugglers may be involved with the cliff house and they think that the man may be a gang member gone sour or perhaps a secret service man caught by the gang.

They go home and share their adventure with their dad and to ask whether it might be a smuggling operation that they had stumbled onto. He thinks it just might be the case and shares that a man named Ganny Snackley is suspected of smuggling around Bayport. There is a \$5000 reward for his capture and because of that he will get involved in the case. The next



morning (Sunday) after church (religion is rarely mentioned in the books) they head out to the Kane farm to question the man further but find the Kane bound and gagged and the man carted off. They return home to report to their Dad the facts about the missing witness. The next day Fenton leaves home early to do his own investigation without consulting with the boys and becomes missing for several days.

A search begins in earnest after a few days and only finally do they find out from a truck driver that Fenton was last seen on Shore Road walking near the Pollucca place. The Hardys and friends return to the place to find it inhabited now. Frank asks for a drink of water and sees his Dad's bloodstained cap hanging on a peg at the house. The people staying there give a weak alibi, but one the Hardys cannot refute on the spot. They ask Chief Collig and Smuff to investigate and they turn up nothing.

The Hardys decide to investigate the cliff from the bay using Tony Prito's boat. Finally Hardy boys locate a hidden harbor entrance at base of cliff and find a tunneled cave, up to the old house. On the way up they locate smuggled goods, dope and their father (who had been captured by the gang during his own investigation of the place). Police help capture the gang in the house following a capture and recapture sequence for the Hardys. Subsequently, rewards for all.

### **Key characters:**

- Felix Polluca, a murdered person who owned the house on the cliff and originally built the caves, etc. for smuggling
- Mr. and Mrs. Kane, farmer and wife who help shot up smuggler (alias Jones) recover
- Ganny Snackley, noted criminal, referred to as “boss”, the guy who earlier murdered Polluca
- Li Chang, Oriental connection for smuggled dope
- Redhead Blount, one of Snackley's key smuggler friends
- Yates (Alias Jones) gang member who rebels and is nearly killed in the boat chase, later recaptured at the Kane farmhouse by the gang and eventually saved from being killed by Snackley in the basement of the Pollucca house by Fenton, later turned states evidence
- Burke, another smuggler in gang (p. 148)
- Malloy, a smuggler assigned to guard captured Hardys at end of book but who fell asleep.

**Key locations:**

- House on the cliff, located North of Bayport (p. 117).

**3. *Secret of the Old Mill***

**Frontice Piece:** p. 178

**Dust-jacket Cover:** p. 189

**Plot:** The story begins when the Hardys are handed a counterfeit \$5 bill when making change for a guy getting off the train. On an outing with some high school friends they hear about someone using the old mill on Willow River again and out of sheer curiosity they investigate it with their friends. They observe three shifty characters and a young boy (Lester) who behaves suspiciously. While there, Joe courageously saves Lester from drowning in Willow River and is offered a reward of \$5. One of the suspicious characters takes the money back quickly and offers it again. The Hardys suspect it may have been counterfeit.

This is the book where the Hardys purchase their boat the *Sleuth* with reward money from previous solved cases. After racing and beating their friend Tony Prito's boat they head out to Barmet Village and while they are there, they were hired to return a fast talking guy (Paul Blum) to Bayport. The guy was escaping Secret service agents and later he pulled a gun on the Hardys. They eventually overpower him when he becomes seasick and he is taken into custody.

Later he escapes but is recaptured by the Hardys when his stolen boat (the *Sleuth*) runs out of gas. The Hardys decide to concentrate their efforts on the old mill and talk to Lester about what went on in the old mill. During this time Mrs. Hardy sells her living room rug for counterfeit money, too.

They sneak up to the old mill by night, climb a tree and get onto the roof. Eventually they see the counterfeiters through a slit in the ceiling of one of the rooms and escape home to bring Fenton Hardy and the Secret Service in on the capture. Everybody gets prizes!

**Key characters:**

- Paul Blum, hired the Hardys to boat him back to Bayport, was in on the counterfeiting ring
- Markle, one of the counterfeiters

- Mr. Carl Stummer, farmer who hints the boys should check out the old mill
- Kurt, another criminal in the gang of three at the mill
- Uncle Dock, the "kind of" ringleader at the mill who frequently disciplined Lester
- Lester, lad that stayed at the mill and who was saved from drowning by Joe
- Burgess, bad guy who lived in New York who saw to it that the ring got paper for the counterfeiting and also planned the distribution of the money nationally
- Mr. Moss, small character in book, ran a store in Bayport that sold pie plates, and noticed the counterfeit bill given him by the Hardys.

### **Key Locations:**

- The Turner Mill, the old mill where they made the bogus money, located on Willow River
- Barmet Village, first excursion in the *Sleuth* by the Hardys (other than the race with Tony Prito) where they met Paul Blum, which seems to be located north of Bayport (p. 91)
- The Hardy's boat house was located at the foot of the street on which they lived, on the southern shore of Barmet Bay (p. 72) which places the Hardy home in South Bayport.

### **4. *The Missing Chums***

**Frontice Piece:** p. 139

**Dust-jacket Cover:** p. 9??; possibly p. 34,35

**Plot:** Biff and Chet plan a get-a-way trip but the Hardys can't come because their Dad will be out of town on a case—they need to stay with their mother. That same day they and their friends go on a boating excursion and a boat with three strangers nearly ploughs into them. During the pass by they notice the strangers are looking over Chet and Biff very closely.

As Chet and Biff depart for their planned trip, a storm brews up and the Hardys and friends turn back. Chet and Biff then disappear for a few days and everyone becomes worried. Aunt Gertrude comes to stay with the Hardys freeing up Frank and Joe to search for Chet and Biff. All the time Fenton is in Chicago tracking down an unnamed "ruthless criminal." After a few days the Hardys receive a ransom note **for themselves** addressed to

Fenton Hardy! It doesn't immediately occur to them as a result of mistaken identity that Chet and Biff were kidnapped instead of themselves.

On the search for their friends they spot wreckage on a reef but can't be sure it's their friend's boat. They also think they spot Chet on a boat (schooner) but after sneaking aboard they find it was a cabin boy who only looked like Chet. They barely escape the situation and were thought of as harbor thieves.

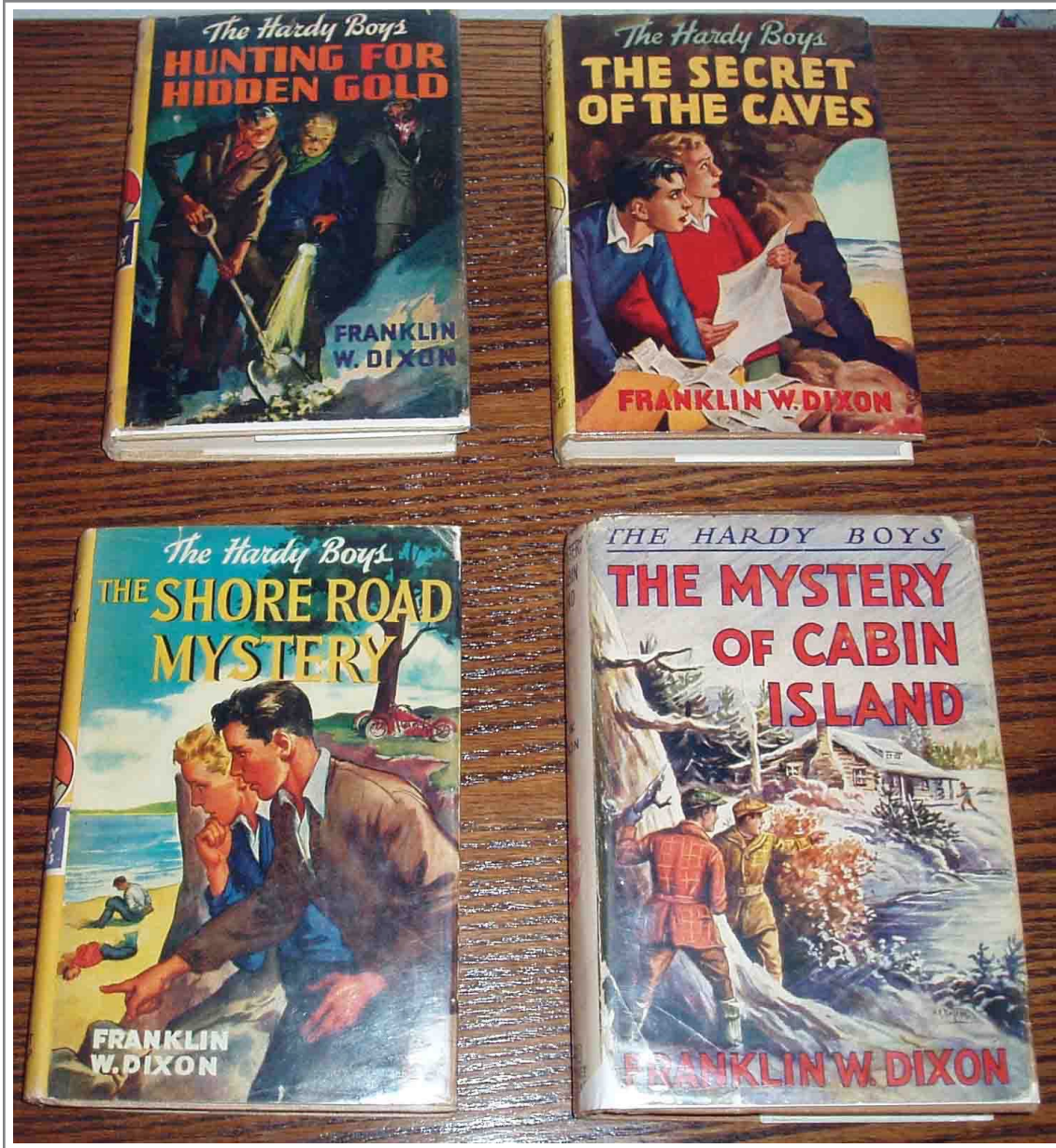
Finally, they come to Blacksnake Island, sneak onto it and locate the criminals holding Chet and Biff. After a two escapes, re-captures and rescues they finally get a way and get the coast guard to capture the criminals. Everybody gets prizes except the criminals. Fenton Hardy was not captured by the Chicago thugs and it all turns out alright.

### **Key characters:**

- Baldy Turk, the villain (only mentioned) who was pursued by Fenton Hardy in Chicago
- Red Hawkins, a bad guy who was a ring leader in kidnapping Chet and Biff
- This book reveals that Chet's dad sells real estate in the city but lives on the farm.

### **Key locations:**

- Blacksnake Island, where Chet and Biff originally plan to visit on their excursion and site of their kidnapping
- Ragged Reef, place where they found some wreckage that might have been from Chet and Biff's boat
- *Persis* was the name of the schooner where Frank and Joe thought they saw Chet



## 5. *Hunting for Hidden Gold*

**Frontice piece:** p. 168; p. 114 in a more recent edition of the same text (note it was a different frontice piece picture).

**Dust-jacket Cover:** p. 197

**Plot:** Hardy's and friends go ice skating on Willow River and get caught in a winter storm. Hiding upstream in the rocks to avoid the storm they meet a former Nevada/Montana miner (Jadbury Wilson) when his cottage blows off a cliff and onto the frozen lake where they had been skating! The next day after the storm abated, the Hardys help Jadbury back to their house by sled. At this time they receive a wire from their father who is in Montana trying to solve a case involving hidden gold. We will later find that it is no coincident that earlier Jadbury had lost gold in Montana, too.



It turns out that Fenton is in Lucky Bottoms, Montana, the same town as Jadbury lost the gold. The Hardy's race by train to visit their laid up father, but are sidetracked in Chicago. A bad guy disguised as a Chicago lawyer and supposed friend of Fenton puts them on the wrong train. Soon the Hardys realize they have been taken in and try to return to Chicago but when they take a ride from a stranger to a nearby alternative railroad they are in for trouble. The guy who offered them a ride was one of the gang and later he and two others try to kidnap the Hardys. The boys escape when some African Americans arrive already mad at the gang because their car had run over some of their chickens. The Hardys finally return to Chicago by rail, holdup overnight under assumed names at a hotel and then disguise themselves with glasses, etc. to separately board the train bound for out west.

On arriving at the mining town in Montana the Hardys go hunting for the hidden gold. They then begin to look for the hidden gold by checking out mine shafts. The first one they look in Frank gets his foot caught under a large rock, back in one of the shafts. Trying to help Frank, Joe creates a cave in when he extracts a crow bar from the tunnel entrance. Frank and Joe get out by finding and tracing fresh air which leads them to an adjoining mine. However, when they exit the shaft they get captured by Black Pepper's gang. Of course, they find a way to escape when Frank uses a stone to knock the gun out of the hand of one of his captors.

After returning to Hank Shale's cabin the next day they strike out again to find their captors campsite. After returning to the trail of men who had earlier captured them, they find tracks and follow them. Frank notices someone following them and they capture him (a guy named Slim). Slim "spills the beans" because he believes the others had been captured too. He is ushered off to jail. Then the Hardys return to the trail and find the cabin the gang had lived in. It was geographically close to where they captured Slim. In the apparently hastily abandoned cabin they find a notebook that had evidently belonged to Black Pepper. It had a map to the hidden gold. The Hardys begin to trek back home base but become separated in a fast arising snow storm. Frank builds a fire, which is spotted by Joe and it saves his life.

Since the Lone Tree Mine is close, they decide to investigate it. As they enter they are encircled by wolves. As they back away down a narrow shaft they fall into a lower main shaft and escape the wolves.

They check the map, find the "blue room" and locate the gold. Just as triumph is eminent, Black Pepper appears (see dust jacket of more recent editions). The Hardys turn the tables, arrest him and take him to jail. The

gold is recovered, Jadbury will get his share! Rewards for all, but especially the Hardy boys!

### **Key characters:**

- Jadbury Wilson (Montana miner, down on his luck) living on Willow River near Bayport, was part of the group that lost the gold 20 years ago
- Bart Dawson, partner of Jadbury who was still living in Montana, he had been shot and lost his memory till a recent operation had restored it
- Jack Pepperill (Alias Black Pepper), leader of bad guys (Black Pepper gang) who want to steal the gold
- Slim Briggs, bad guy
- Shorty, another bad guy; Jack, another bad guy
- Hank Shale, owned cabin in Luck Bottom, Montana and put up Fenton Hardy when he was hurt
- Coulson brothers, partners in gold mining with Jadbury and Bart;
- Mr. Hopkins, man who claimed to be Fenton's Chicago lawyer and sent the boys on the wild goose chase by train (back toward Indianapolis).

### **Key Locations:**

- Bayport
- Willow River
- Shallow Lake (near Bayport)
- Lucky Bottom--Montana, mining town near where the gold was originally found and then hidden
- Lone Tree Mine (where the gold was found)
- Chicago, site of the layover between trains to Montana and place where the Hardys were waylaid
- Majestic Hotel, Chicago, room # 845, place where the Hardys stayed their first night on way to Montana (before taking the wrong train)
- Greendale, place promised to have a return train to Chicago by gang member to the Hardys when he attempted to kidnap them, on the way there, part of the gang tried to kidnap the Hardys.

## 6. *The Shore Road Mystery*

**Frontice piece:** p. 175

**Dust-jacket Cover:** p. 68 or 69

**Plot:** Cars are being stolen off Shore Road and a friend of the Hardy's is accused of being a part of it when a stolen car is found on his farm. The friend, Jack Dodd, and his father are accused of stealing the vehicle and the Hardy family helps by posting bond. The Hardys purchase an inexpensive but very good looking car and fix up the trunk (called a locker in the book) so that they can hide in it and trace anyone who steals the car. After several attempts the car is finally stolen and they are kidnapped in the trunk.

Taken off Shore road and then through the woods they end up in a concealed cavern just off the beach. The Hardys are nearly captured in the trunk when they reach the cavern, but at the last second the gang leader instead of opening the trunk doesn't; he needs his men for other things and they don't open the trunk, leaving Frank and Joe safe. The Hardys sneak out and begin to explore the cavern and find the other stolen autos and goods. They enter another narrower tunnel, too, and begin to explore it. A cave in forces them further into the cavern and they find the den of thieves further back in the cave.

When the gang leaves the Hardys begin to explore, but a gang member returns and finds them. They get trapped in the caved in tunnel and have to surrender. After being bound they eventually get the ropes off by searing them on candle flames and turn the tables on one of the crooks. They make their escape to the Dodd's farm and call for police help. Bayport's finest then arrive and divide up in order to round up the crooks. This is done and a triumphant procession of stolen cars makes its way back to Bayport. The Hardys become heroes and the Dodd's are cleared. Everybody collects prizes—\$1500 for Frank and Joe. The story concludes with Fenton scolding, or perhaps strongly warning, the boys not to take such a chance as hiding in the trunk again. Good luck with that.

The plot includes a number of fun and games instances with the Hardy Boy's friends, including boating on Barmet bay and a couple of Bayport high school pranks.

### **Key characters:**

- Isaac Fussy, had Cadillac stolen in Chapter 1
- Gus Montrose, main villain of book, and formerly worked on the farm for Henry Dodd
- Henry Dodd, owned the farm where the stolen vehicle was found
- Jack Dodd, chum of the Hardys and son of Henry Dodd
- Miss Petty, history teacher at Bayport high school
- Mr. Dowd, Bayport high school math teacher
- Sam, a key thug who teamed with Gus Montrose and then recruited others into the ring
- Alex, Dan, other thugs
- Clancy, fence for stolen cars in Atlantic City (down the coast).

### **Key locations:**

- Bayport and Shore road
- Barmet Village and Blacksnake Island are mentioned on p. 37
- Atlantic City (New Jersey?) is mentioned as the location down the coast where the stolen cars are eventually taken and sold
- A cave in Barmet cliffs possibly reachable from Barmet Bay (by beach), discovered by Gus Montrose while fishing and conceived as potentially good place for hiding stolen goods. The cave was arrived at from Shore road through a gully and through woods by a disguised roadway and by driving on the beach.

### **7. *The Secret of the Caves***

**Frontice piece:** p. 126

**Dust-jacket Cover:** p. 170 (newer embossed cover), p. 159 (older dust jacket)

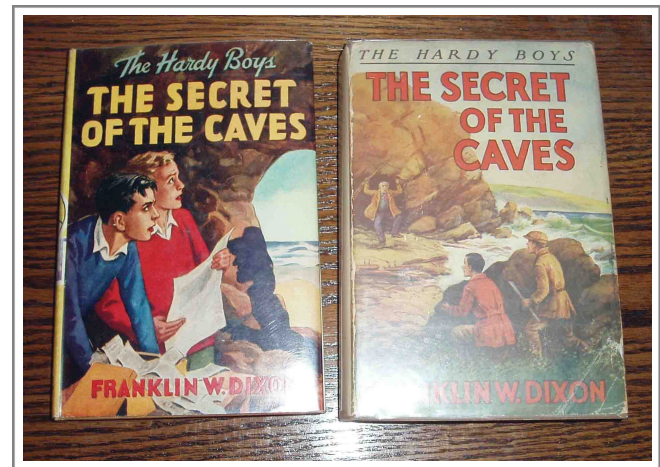
**Plot:** Another **coincidence** book. Joe and Frank save drowning woman on Barmet Bay that coincidentally was headed to meet their detective father, Fenton Hardy. She wants him to find her lost brother. The brother is an amnesiac from a railway accident and a professor from an unnamed college. The Hardys, Chet and Biff decide to go on a trip to explore Honey Combed caves down the coast while their dad is investigating the case. On the way to Honeycombed Cliffs they stop for a swim and have one of their motorbikes

stolen by an escaped criminal (from the *Shore Road Mystery*, Carl Schaum). They overtake him and recover the bike, but he escapes.

It's on to the caves and the first night they get caught in a storm and while sleeping Carl (unknown to them) sneaks into their cave but awakens Joe. When they set off to find out who had entered their cave Frank falls into a pit—in the meantime Carl sneaks back and steals some of their provisions. The

next day they meet a crazed sailor living in the cave that coincidentally will turn out to be the lost brother of the woman that they earlier saved. After finding Carl drunk and asleep they bind him up and send him off to Bayport police.

They spy on the old sailor, but he catches them reading through some of his newspaper clippings in his cave and he goes in to a tirade. Eventually, he falls off a cliff into the ocean. Frank saves him and they take him back to Bayport. He awakens, realizing that he is the lost professor. Case closed.



### Key characters:

- Toddham Todd, (alias Major Royal) lost amnesiac professor
- Evangeline Todd, sister of Toddham who is rescued by Frank
- Carl Schaum, crook who escaped Bayport police for the crimes in Shore Road Mystery, later recaptured; fisherman and wife, unnamed but lived on the edge of the sea near the Honeycombed Cliffs
- Mr. Simms (p. 146), from Bayport, had his car stolen in last book, happens along the road near the cliffs and gives Carl Schaum his ride back (though tied up) to the Bayport police
- Mr Jacobsen, another Bayport business man in the area that the Hardys recognized and who gave them assistance by driving Toddham to the Bayport hospital, since the Hardys and friends only had motorcycles.



### **Key locations:**

- Honeycombed Cliffs (somewhere about 1/2 days drive south of Bayport) p. 37
- Glencove, mentioned as a stopping off place by the Hardys on their way to the cliffs, located about 10 miles north of the cliffs (p. 60 & 62)
- Claymore, site south of Bayport about fifty miles which is the place Toddham Todd was last seen (p. 39).

### **8. *The Mystery of Cabin Island***

**Frontice piece:** p. 16

**Dust-jacket Cover:** p. 143 [older and rare D.J.]

**Plot:** The boys go iceboating on Barmet bay before Christmas. They explore as far as Cabin Island but are told to leave the island by a surly fellow. Later, as they cross the bay, they are almost run down by Ike Nash and Tad Carson (two local ruffians) in their iceboat; but, the Hardys escape harm. Returning home they get a note inviting them to Elroy Jefferson's home. They assume it is for a reward for finding Mr. Jefferson's car, which we read about in the preceding *Shore Road Mystery*, # 6 in the series.

It turns out that this is the case, but meet the same guy who kicked them off Cabin Island at Jefferson's home and he was vainly trying to purchase the island. When it comes their turn to visit with Jefferson he does want to give them a reward and they request the privilege of using his island for a camping trip with their chums. He agrees to it.

The Hardys and Chet and Biff go on the trip. While ice sailing they return to find that their provisions have been stolen. They are able to find some that was not stolen and make it that day. The next day they head out to buy some more provisions and stop at a general store (owned by Amos Grice) and he tells them of the stolen stamp collection of Mr. Jefferson from 15 years ago. While out, they go on a fox hunt to find and kill a couple of foxes that have been raiding chicken roosts locally.

They return to the island with the new provisions. Ironically, they also find the stolen goods nearby in ice, hidden under a rock. They also find someone an apparently dropped notebook (we find out his name is Hanleigh) at the site. The notebook, however, was written by the person who stole the stamps 15 years ago, a servant named John Sparewell. The notebook contained a cipher.

The cipher is solved by Frank and it reveals something to do with a place in the cabin's chimney, located 9' from the floor. Later Hanleigh tries to retrieve the stolen notebook, but is confronted by the Hardys. He escapes but tries to come back to the island by iceboat and wrecks. He is carried to the cabin by the Hardys. That night a big storm knocks a tree over and onto the cabin and knocks the chimney over. Franks finds the stolen stamp collection hidden in the chimney remains and the case is solved. Prizes for everybody, especially the Hardy boys.

### **Key characters:**

- Hanleigh, is a bad guy who kicked the Hardys off Cabin Island and was also nephew of John Sparewell who stole the collection in the first place
- Elroy Jefferson, stamp collector owner and owner of Cabin Island
- Mary Bender, wife of Elroy (he married her for the stamp collection)
- Ike Nash and Tad Carson, two ruffians who nearly ran down the Hardys on the ice boat and who later transported Hanleigh to Cabin island on their ice boat (Hanleigh later wrecked their boat)
- Amos Grice, owner of general store who let the Hardys, Chet and Biff hunt down the foxes that killed his chickens.

### **Key locations:**

- Cabin Island, located "some distance" from Bayport on Barnet Bay on a lonely cove (but large), called Cabin Cove.



## 9. *The Great Airport Mystery*

**Frontice Piece:** p. 133

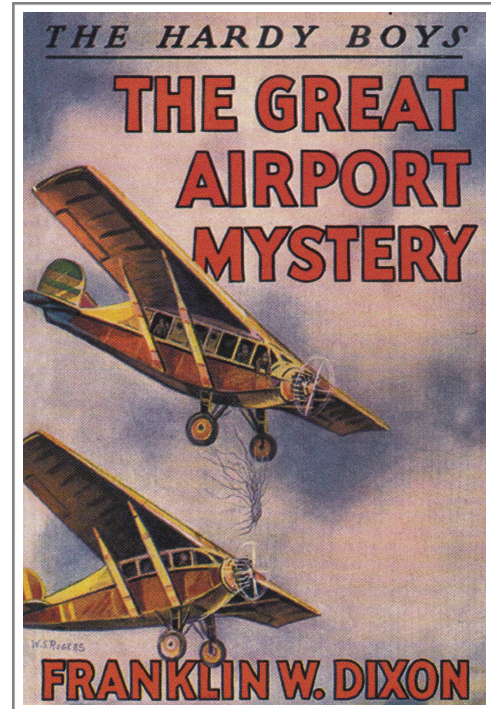
**Dust-jacket Cover:** p. 115

**Plot:** The Hardys are nearly hit by an airplane whose drunk pilot wrecks his plane on a road they were driving on. Giles Ducroy the pilot, accuses the Hardys of being the unlikely cause for the accident and though they are exonerated, Ducroy promises revenge.

When the Hardys finish their high school exams (they now graduate!!) they go on a class picnic, and while investigating an abandoned cabin nearby, they overhear Ducroy and two cronies planning some crimes. Soon

there is some stolen mail from the airport and the Hardys are suspected because some of Franks stuff (sweater and knife) and Joe's footprints are found near the crime. The Hardys are arrested but Hurd Applegate and Elroy Jefferson (from the *Tower Treasure* and *Mystery of Cabin Island* fame), bail them out for \$50,000.

Fenton Hardy suggests tracking down Ollie Jacobs and they find him trying to purchase a plane for \$8,000. Turns out it will be used in an airport mail heist. The Hardys stow away and eventually catch the trio after they force an airmail pilot down by throwing a rope into his propeller and causing him to crash. The Hardys turn the tables, get some help from some locals who heard the planes go down, and catch the crooks. Everybody gets prizes and the case is solved.



### **Key characters:**

- Amos Grice, from *Cabin Island Mystery* puts them up again after arriving at his village during the storm from Cabin island
- Giles Ducroy, airmail pilot who often gets drunk and is the key bad guy in story, nearly hits Hardys with his plane in the beginning of story
- Ollie Jacobs, one of the three important henchmen
- Newt Pips, the other bad guy.

### **Key locations:**

- Cabin Island, the Hardys and Chet and Biff take a post graduation trip out there and get caught in a storm heading for the nearest village
- Beach Grove, a road off of Shore Road where the high school graduation picnic occurred and near the abandoned cabin where they overhead Giles and his gang plotting
- Raven Roadhouse out on the Claymore road, where thugs hang out near Bayport, where Frank and Joe were tipped off as to the whereabouts of Ollie Jacobs
- Greenfield village, where Ollie was actually staying (2 miles from Raven Roadhouse, p. 131)



- Riverside field, place where one of the planes was kept (30 miles south of Greenfield Village, p. 139)
- Jasonville and Bacon Hill, are mentioned as landmarks for the flying criminals.

## 10. *What Happened at Midnight*

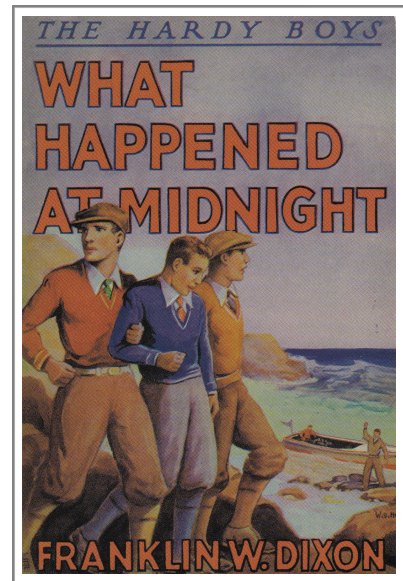
**Frontice piece:** p. 96

**Dust-jacket Cover:** p. 22

**Plot:** The Hardys get into an argument with a stranger at the new automat in town and later bump into them again coming out of a jewelry store. The stranger thought Joe saw his package of smuggled diamonds, so he kidnaps Joe during a party at Chet's home at exactly midnight (hence the title). Frank and friends eventually find Joe, following a tip from their Aunt Gertrude, stowed in a cave along Barmet Bay.

Soon they trail the kidnapper to New York City for some more adventures. They follow Chris around town and into a restaurant. However, the bad guys elude their grasp and manage to pickpocket Frank's money. This leaves them stranded in New York City and they have to spend the night in Central Park, falling asleep after midnight. Finally, they abandon plans to borrow money from some of their dad's friends and decide to hitchhike home. Coincidentally, the drivers that pick them up are federal men. When they return home Aunt Gertrude informs them about a new jeweler in town that fits the description of one of the gang members. However, the jeweler gets suspicious, splits town in an airplane; the Hardys follow, only to have their airplane go awry and have to bail out into a fog. They survive (surprise) and keep looking for the guy to come back.

Eventually he does come back to get one last shipment of diamonds off Shore Road. He's spotted and the Hardys and the G men round him and some of his gang up along Shore Road. They have another party out at Chet's where the book ends at midnight. Get it?





**Key characters:**

- Chris, big blond guy that Joe got into fight with at automat (gang member)
- Taffy Marr, good looking and innocent looking gang leader
- Keith, one of the G men who gave them the ride from New York to Bayport
- Hallett, the other G man
- Crabb Corner boys, some boys from the other side of the tracks.

**Key locations:**

- Barmet cliffs where Joe was found in a cave
- Gresham, hamlet near Bayport (about 20 miles) where some of the gang stayed so they could drive out to Shore Road and pick up diamonds
- New York City (about 200 miles north of Bayport)
- Shore road is identified as running north of Bayport (p. 75).

**11. *While the Clock Ticked***

**Frontice piece:** p. 172

**Dust-jacket Cover:** p. 175

**Plot:** The story begins when a man tries to give Fenton Hardy a case, but he and wife are in Maine on a get-a-way. Finally, he allows Joe and Frank to take up the case concerning death threats he is receiving in a secret room of a mansion that he had purchased (the Purdy mansion).

The Hardys investigate (with Chet trying his own hand at sleuthing) but are unsuccessful in finding out the source of the threats. As time goes on it appears that the house is being used by river thieves which proves to be true—they find loot stashed there and capture a couple of guys trying to escape.

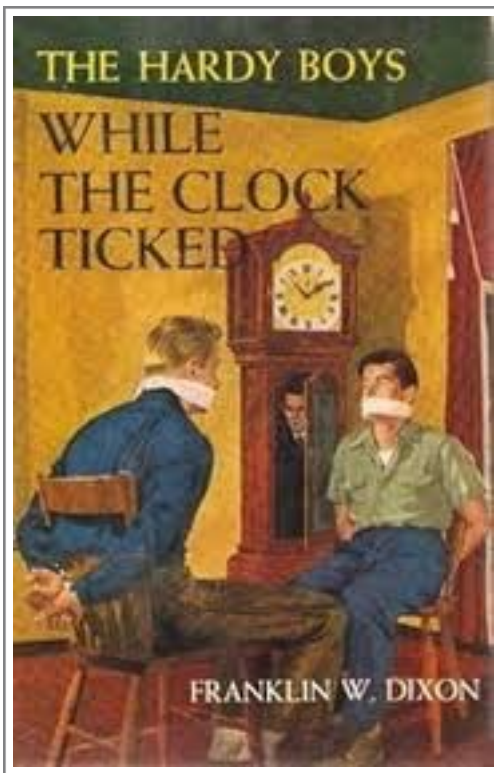
Local detectives, Smuff and Collig think the case is closed (as well as Dalrymple), however the Hardys remain unconvinced the mystery of the threats are solved by this. A subplot in the book is the theft of some of Hurd Applegate's stamps by a man who looks like Dalrymple and lured Applegate to the Purdy Mansion.

The Hardys go back to the house for more investigation when they think that Dalrymple may have been killed there. However, they are captured by some men (including Dalrymple's double) and an eccentric

inventor (Amos Wandy) who plans to kill them and the “real” Mr.

Dalrymple, **while the clock ticks**. Hurd Applegate returns to search the house for his stolen stamps at 3:00 am and saves the Hardys from being blown up by a bomb device invented by Wandy. The bomb was attached to the ticking clock as a detonator. The eccentric inventor (Wandy) is killed when he falls from the roof of the Purdy mansion while placing another threat in the secret room through the chimney. His accomplices are rounded up by the police and the case is solved.

After the round-up the bad guys tell all; Hurd get's his stamps back (they are hidden in a box along with other stolen stamps in the room behind the clock). Amos Wandy before his death makes peace with Dalrymple. Wandy, most likely, lost his mind following the stock market crash when he lost a fortune. For this he had wrongly blamed Dalrymple the banker and his financial representative. Thus the motive for the attempted murder.



### Key characters:

- Amos Wandy, distant relative of Dalrymple, inventor who went mad and wanted to kill Dalrymple **while the clock ticked**
- Mr. Dalrymple, banker from Lakeside who wanted to hire Fenton Hardy to track down cause of death threats he was receiving in a secret room in the Purdy mansion (abandoned mansion he owned)
- Indian Tom and Zeke Peters, two characters who were river thieves who captured the Hardys at the Purdy mansion and who were later caught when the Hardy's shouts drew attention in the boat chase up the Willow river
- Jensen, the double of Mr. Dalrymple who stole some of Hurd Applegate's stamps
- Jason Purdy, the eccentric guy who built the Purdy Mansion and then later died; Balpert, one of Dalrymple's clerks at the bank who was recognized by the Hardys as having been to the Purdy mansion at night when they had it under surveillance (turns out he was doing some of his own investigation to gain points with Dalrymple).

### Key locations:

- Lakeside, not far from Bayport where Mr. Dalrymple lives and works as a banker
- Purdy Mansion, owned by Dalrymple, out on Shore road and it also had boat dock in back yard onto the Willow River.

### 12. *Footprints under the Window*

**Frontice piece:** p. 189

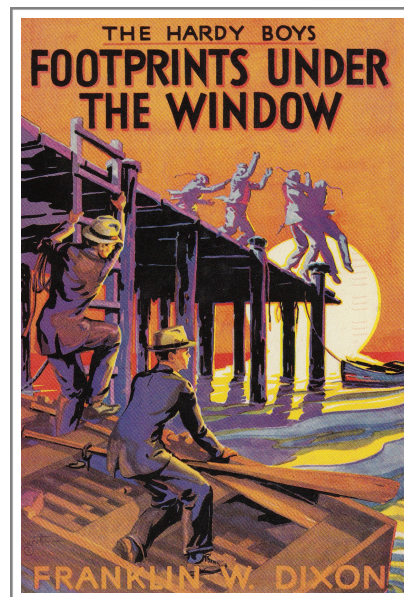
**Dust-jacket Cover:** p. 31 ? on oldest cover; p 130 ? on newer cover (doesn't quite fit the text, but probably is it)

**Plot:** The story begins with the Hardy's parents out of town and the boys receive a note to the effect that Aunt Gertrude is coming to visit. When they go to the docks to pick her up the mystery begins. The plot line is convoluted and a bit tedious to follow. Aunt Gertrude is drugged by a detective posing as another person. She doesn't get off the boat at Bayport but only this guy who calls himself Sidney Pebbles. It ends up he stays at the Hardy's house that night, but then later he sneaks out.

The Hardy's awaken the next day to find the guy gone, Aunt Gertrude asleep downstairs (because she was drugged she didn't get off the boat until it returned later that night), and Fenton Hardy's papers rifled. The boys investigate and find **footprints under the window**. Chet also finds a piece of paper with Chinese characters on it. The characters are later translated to mean, Fenton Hardy out of town, time to strike!

The thrust of their investigation is finding out that a ring of bandits are smuggling in alien Chinese. This is woven into the plot because of the frequent appearance of Chinese characters (the fight at the dock, the Chinese laundry, Orrin North's involvement to clear himself, etc.).

Eventually, they discover that two important characters in the gang that are smuggling Chinese are Orrin North and Louie Fong. Orrin North, a local shipping tycoon who lived in Lakeside (ala Mr. Dalrymple) had originally hired Fenton to clear him of the smuggling charges, however, as the case progresses he looks more and more as a bad guy. The case is closed



when the boys and Fenton Hardy are captured only to escape, get the police and round up the gang.

One underlying theme of interest in the book is the fact that Fenton Hardy doesn't appear to the end of the book when the crooks are just about to be rounded up. It turns out he has all along caused all the **footprints under the windows** that the boys had found.

One important trivia note--p. 20 indicates that the Hardy boys had not graduated from school yet.

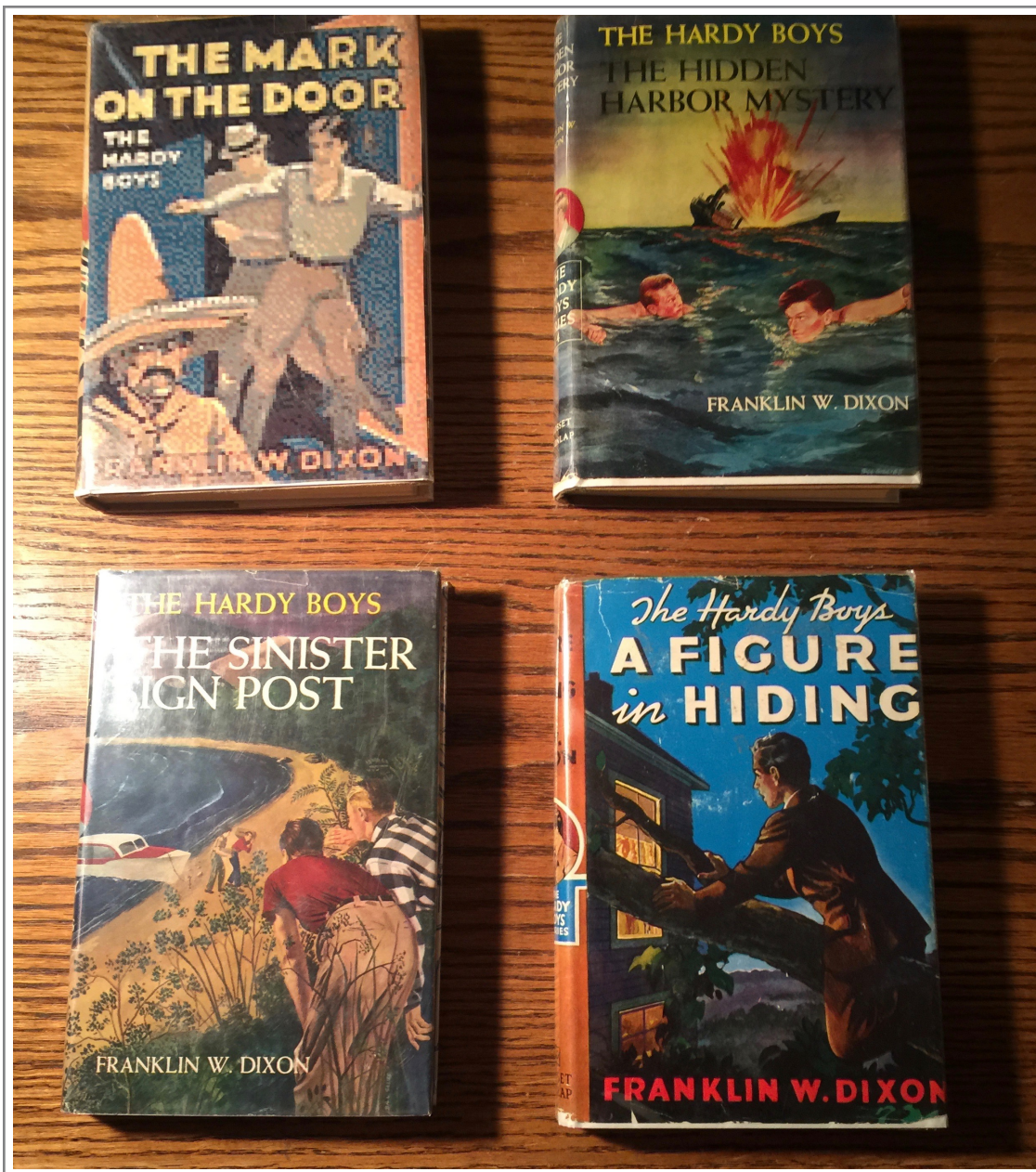
### **Key characters:**

- Mrs. Cody, woman nurse who help doctor Aunt Gertrude after she was drugged
- Louie Fong, Chinese bad guy; Tom Wat, Chinese friend of Hardys who was stabbed in a Chinese fight and was hid in the Hardy house during much of the middle of the story, didn't get along with Louie Fong
- Orrin North, Lakeside trader who is also smuggling in Chinese, he had hired Fenton Hardy to help clear himself and remove suspicion but Fenton later cancelled the deal
- Sidney Pebbles, works at Lantern Land, Chinese place, just outside Lakeside, basically an innocent character but it's unclear how he got mixed up in the affair
- Chan, Louie Fong's huge wolf dog
- Sam Lee, former Chinese proprietor of a laundry in Bayport but was pushed out of business by Louie Fong so Louie could set up the smuggling ring
- Henry Pinkerton, disguised himself as Sidney Pebbles at beginning of book, private detective trying to make it on his own.

### **Key locations:**

- Lakeside, located (not clearly spelled out in book) close to Bayport
- Sam Lee's hideout up the Willow River.





### 13. *The Mark on the Door*

**Frontice piece:** p. 64

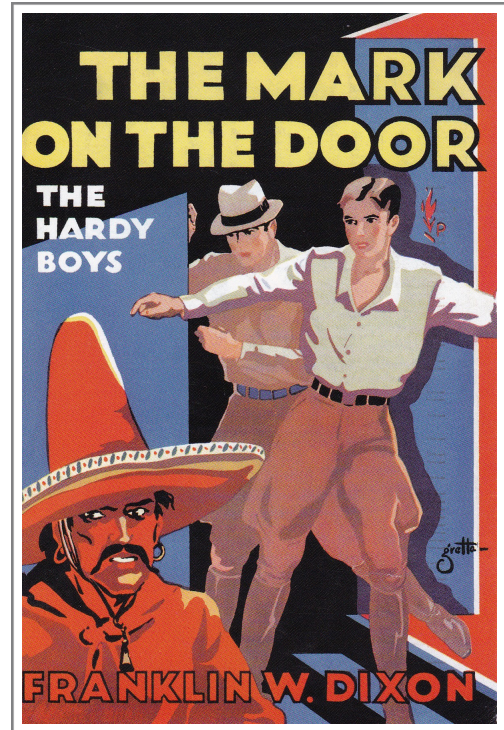
**Dust-jacket Cover:** p. 152 (though it doesn't quite fit the text)

**Plot:** One of the least interesting stories in the series. Joe and Frank are nearly run down while piloting the *Sleuth*; a "swarthy" man in a power boat appeared unconcerned with their fate. Turns out that the "swarthy" man is a Mexican involved in some way with an oil swindle trial going on in Bayport. The Hardys spot the man at the swindle trial and evidently he convinces the state's star witness (Elmer Tremmer) in the affair to flee to Mexico.



Fenton Hardy is called in on the case and allows his sons to accompany him by airplane to Brownsville, Texas and then on into Mexico in pursuit. Their manhunt is aided by a Mexican stowaway on their flight, evidently attempting to return home. The young lad who helped them is befriended by the Hardys and through him have a place to use as a base in their investigations in Mexico.

After a long pursuit across Mexico, through lush tropical-like forests, mountains, and deserts in pursuit of the villain Pedro Pancho alias Pedro Vincenzol. The Hardys are able finally to apprehend him when some of his gang rebel. In the confusion the Hardy's escape, find the missing witness (Elmer Tremmer) and locate Pedro hiding in a tree! They suspected the tree might be some kind of door or entrance because it has had his mark on it (from the title: the mark on the door, get it?). Everybody gets prizes.



### **Key characters:**

- Pedro Pancho alias Pedro Vincenzo, key figure who master minded the oil swindle and escaped to Mexico with the key government witness
- Mr Elmer Tremmer, accountant mixed up in the affair from Bayport, an innocent victim in Pedro's scheme but plays a major role in the book as a key government witness regarding the swindle
- Juan Marcheta, stowaway on airplane that the Hardys traveled on while in pursuit of Pedro Pancho, his sister Dolores was mentioned in a letter (clue) that the Hardy's had found in Bayport
- Senor Marcheta, Juan's dad; Yaqui, Indian guide who plays a major role in helping the Hardys find Pedro in Mexico--a friend of the Marchetas.

•

### **Key locations:**

- Barmet Bay; Brownsville, Texas
- Llano de los Cristiano (desert in Mexico)
- The Tamasopa Canon near Tampico and San Luis Potosi
- Bolson de Mapimi, a desert also called Llano de los Gigantes.

## 14. *The Hidden Harbor Mystery*

**Frontice Piece:** none

**Dust-jacket Cover:** p. 19, 20 (on a relatively newer dust jacket)

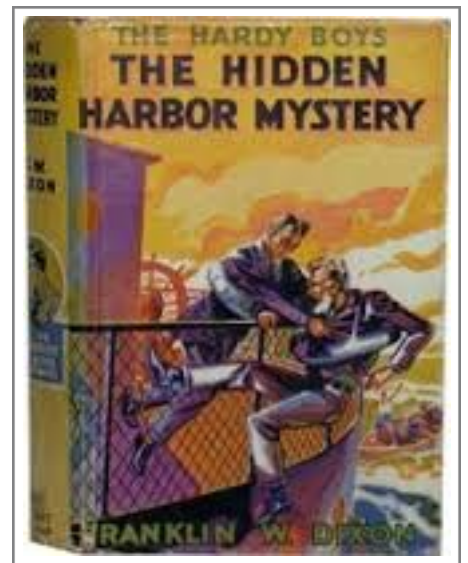
**Plot:** Frank, Joe, and Chet are returning from the South by the ship *Resolute* with some handwriting specimens for their father when the ship hits a reef. One of the passengers, an old man named Blackstone, is knocked unconscious either by the collision or by a mysterious person on the ship. Frank saves the old man's life but later he and Joe are accused of robbing the man of \$6000.00!

One of the passengers on the ship named Ruel Rand is suspected by the Hardys as the thief; they saw him bending over the unconscious Blackstone. Then, upon returning home the Hardys receive a warning note to stay out of the Blackstone-Ruel feud. Since they lost the handwriting specimen after the ship hit the reef (and it became a derelict), they decide return to the area in the South where Blackstone and Ruel came from—the Hidden Harbor—in order to get new handwriting specimens. They were also motivated to clear themselves of being accused of stealing the \$6000.00 from Blackstone!

It turns out the real thief is an African American servant named Luke Jones who is also a key person in keeping the Blackstone-Ruel feud going and by that gaining advantage. It turns out that Luke was the one who wrote the original note to the Hardys to stay out of the feud.

The Hardy's investigation at Hidden Harbor finds that Luke Jones is plotting to bring the feud to a head. When Frank escapes the Blackstone house through a secret panel (that is found during a scuffle), he discovers a mine shaft that Luke and his friends are constructing to undermine the Blackstone house.

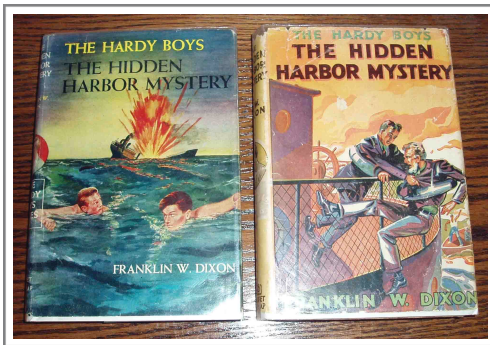
The Hardy's get wise to the plot, spy on Luke Jones' secret society friends, save Ruel Rands' unbalanced brother Ewald from the society (and angered farmers who want him lynched) and capture Luke Jones. Luke confesses to the robbery of Mr. Blackstone, the Blackstone-Rand feud is halted, and everyone receives prizes (except, of course, Luke Jones). One of the subplots is proving that one of Fenton's clients is writing original plays,



and the Hardys are able to come up with proof of it through some documents that Frank cleverly purloins and conceals from Blackstone.

### Key characters:

- Ruel Rand, met on ship, part of the feuding southerners that live at Hidden Harbor
- Mr. Blackstone, the other family member which make up part of the



feuding southerners; they are both on the Resolute with Frank and Joe, Blackstone comes to the opinion that Frank and Joe have stolen the money from him after he unwisely revealed it and subsequently had Frank and Joe arrested

- Luke Jones, a "colored" man or boy who is Blackstone's servant who also is aboard the *Resolute* and who steals Blackstone's diamond ring and \$6000, he is also the one who is

mining under the Rand house to have it topple in

- Ewald Rand, unbalanced (crazy) brother of Ruel who had been stricken that way when his father was lynched as a result of the Blackstone-Ruel feud (occurring before the present mystery), at the end of the story he goes on a rampage and is later institutionalized
- Miss Fox, daughter of Mr. Blackstone who uses her stage name, she thought Frank and Joe had really stolen the money from her father
- Mr. Heator, a hired detective employed by Miss Fox to follow the Hardys and Chet and the person who tries to uncover links between the Hardys and Ruel Rand
- Miss Pennyweather, widow who hired Fenton Hardy to clear deceased husband of plagiarism.

### Key locations:

- Hidden Harbor, vicinity of the estates of Blackstone and Rand, named so because slaves were earlier smuggled in the Harbor
- Croston, a busy seaport town where Frank and Joe were first accused of robbery; the Hardys boat house is located at the foot of High street (p. 67)
- Larchmont, city near Hidden Harbor.

## 15. *The Sinister Sign Post*

**Frontice piece:** p. 175

**Dust-jacket Cover:** p. 180 (in the oldest dust jacket), p. 160 in a later edition (though the picture doesn't quite fit the text in this newer version)

**Plot:** The Hardys **coincidentally** observe a horse van on the way to watch Bayport play a football game. The next day they find out that a celebrated horse named Topnotch has been stolen and they begin to suspect they had been near the scene of the crime on the way to watch the football game.

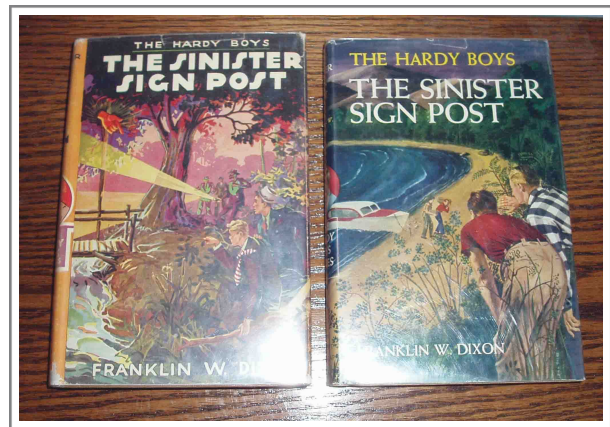
At that football game they met the major villain in the story (Vilnoff) who asked to have the rules of the game explained to him. The reason he pesters the Hardys is that he is establishing an alibi for his presence while a crime is occurring—he would be a prime suspect as a foreigner and the fact that a munitions plant was blown up.

The rest of the book is devoted to piecing clues together by means of entering Vilnoff's house, spying and exploring a secluded piece of land where they had earlier found the horseless van.

It turns out their suspicions are correct and it becomes apparent that Vilnoff is planning to blow up major installations in and around Bayport. In the final scene the mad scientist tries to escape the Hardys in his secluded hideaway through a maze of tunnels and machinery. He tries to intimidate the Hardys with a sinister red hand signpost on a bridge (hence the title). Vilnoff is electrocuted and dies and the Hardys prevent most of the explosions from going off.

### **Key characters:**

- Vilnoff, offended foreigner who goes mad and tries to blow up Bayport, etc. because of the death of his wife (accidental) trying to save the life of an American statesman (in Bayport) who dislikes Vilnoff's home country (eventually this is what drives Vilnoff mad)





- Ivan Evans, young jockey of Topnotch who was later kidnapped by Vilnoff, was the son of Vilnoff and was kidnapped to get him into another line of business
- Mr. Prescott, owner of Topnotch; Topnotch, described as a race horse of promise on a winning streak that was stolen for \$25,000 ransom by Vilnoff, not for the money as thought but to get his son out of racing;
- Bill Morton, cousin of Chet is introduced here
- Gus, guy who ran a service station and was in league with Vilnoff; Pete, one of Vilnoff's drivers along with Rusty; an African American was also Topnotch's kidnapped van driver.

### **Key locations:**

- The Willow River which had access to Vilnoff's secluded installations;
- Spurtown, “not too far” from Bayport, where horse racing was allowed and had a track there
- Seneca, another town near Spurtown, scene of the Bayport versus Seneca Tech. football game.

## **16. *A Figure in Hiding***

**Frontice piece:** p. 115

**Dust-jacket Cover:** p. 153

**Plot:** The story begins with the Hardys & Chet going to watch a movie entitled *A Figure in Hiding* at the Rialto theatre. As they leave the theatre they observed the ticket office being robbed of \$900 and they chase after the crook. After losing him they decide to drop in on their father who is working on a case at a nearby hotel. They are assigned by their father to a room adjacent some bad guys and overhear a plot to defraud people of their savings by promising a miracle cure for blind people.

One of the crook's has an adopted daughter that gets in the way of their plans. As the Hardy's listen they find that she (Virginia Sinder) finds out about her adoption and becomes distressed. When she leaves the hotel the Hardys go after her.

The plot thickens when she escapes and they find the guy who robbed the theatre, who lay unconscious, slumped over the wheel of a car by the side of the road. Virginia shows up at the bridge and tries to take her life by



driving into the river and only because of the Hardy boys is she saved.

However, after they save her and police arrive on the scene, she takes off.

The rest of the story is tracking her down and keeping the "eye scam" under surveillance. Eventually, they catch up with her but she is captured by the "eye scam" people and the Hardys help her escape. During this part of the story Frank climbs a tree and signals her, as depicted on the cover, only to have her run away again.

She is found again, but wrecks the car with the Hardys on board near Dr. Grafton's home and he (Dr. Grafton) nearly buries them alive! The Hardys escape, round up the gang and everyone gets prizes.

### **Key characters:**

- Virginia Sinder, adopted daughter of a crook, continually running away and out of control in the book
- Rip Sinder, one of the crooks involved with bilking people out of money for phony cures
- Spotty Lemuel, Rip's colleague in crime
- Nick Cordoza, the guy who stole the theatre money
- Mr. Zatta, (his real name is Zane) 42 Pine Street, Bayport, man with poor eyesight (on the list to be bilked) who ironically is the father of Dr. Grafton (the chief phony eye surgeon)
- Dr. Grafton (really Paul Zane) crook who is taking money from people for fake eye surgery cures
- Zeb, a deaf-mute that works for Dr. Grafton at his hide-a-way
- Mrs. Lunberry; another woman who was bilked by the ring who turns out (coincidentally) was Virginia Sinder's true grandmother
- Fred Ware a kind of mysterious helper of Fenton Hardy who did some following of suspects.

### **Key locations:**

- Doeville, where Mrs. Lunberry lived, about 50 miles driving from Bayport
- Bayport Hotel where the Hardys listened in on the crooks and where Joe fell onto a glass canopy trying to enter the bad guys room by a ledge
- Boston, Chet was sent on a wild goose chase there
- the Rialto theatre
- Bayport
- Brockton, a city up the Willow River where Virginia Sinder lived for a time—later she moved to escape Rip and Spotty who were trailing her.



### 17. *The Secret Warning*

**Frontice Piece:** There wasn't one in the book!!

**Dust-jacket Cover:** p. 135

**Plot:** The Hardys befriend a diver named Roland Perry, who is looking for treasure in sunken vessels. The plot thickens when he leaves Bayport with one of Fenton Hardy's suits, which has some important papers in it.

When they recover the lost papers, through heroic effort, they are invited to look for sunken treasure with a diving team. As the Hardys get involved some crooks try sabotage the affair and horn in on the treasure for themselves. During this time the Hardys receive several **secret warnings** from an insane sailor to get off the case. Eventually, the Hardys and Mr. Perry get the treasure and the crooks are rounded up.

**Key characters:**

- Roland Perry, the good guy diver who works for the Crux company;
- Pete Simon, one of the bad guys
- Ed Bock, another bad guy
- Gus Kuntz, a crook (the head crook) and diver too
- Captain Clark Hornblower, an unbalanced seaman who was aboard the Katawa when it sank with its treasure (the guy who gave the secret warnings)
- Captain Rankin, ship captain one the salvage ship; Earl Chipsley, invented an X-ray camera to find treasure and got stuck on the ocean floor
- John Crux, one of the owners of the Crux brothers diving company;
- Garret, an older seaman who works for Crux who turns out to be a bad guy
- Mr. Suttonwood, man who had his cane stolen and thought it was the Hardys that took it.

**Key locations:**

- Reed's Point, sight of the sunken Katawa
- Bailey's Landing, where the Hardy's first headed to find Mr. Perry, sight of the sunken *Corona*.

**18. *The Twisted Claw***

**Frontice piece:** p. 71

**Dust-jacket Cover:** p. 178

**Plot:** The story begins with Frank discovering that he has lost his wallet. More important than the money is the loss of a code that his father had given them so they could communicate secretly under times of pressure. The Hardys learn that their father is working on a case trying to break up a clever gang of smugglers operating in their part of the country. Frank notices that the house is being watched and they smuggle Fenton out of the house disguised as a plumber.

One of their assignments from their dad was to locate a rare book called "Hartley's Science of Criminology." They find the volume at a second hand book store and by chance a volume entitled "Fifty Thousand Dead Men" by Captain Gronger, which they find interesting and thus purchase. It will prove significant in the plot.

They receive a suspicious phone call to deliver their Dad's brief case to the Riley's Inn. Suspecting a ruse they go with fake information and give it to a man who identifies himself as Pierre who then scrams. When they return home they get Frank's wallet in the mail with the code still inside! They suspect a set up.

Chet who was given the task to follow Pierre relates he has gone to a boat called the *Black Parrot*, which leaves town before they could investigate further. The Hardys chase the vessel in their boat (the *Sleuth*), but someone has emptied their boat of most of the gas and they nearly capsize during a fast arising storm when they lose power. However, a flare they send up saves them when it is spotted by a Coast Guard cutter.

The plot thickens when they surmise that their father has been captured in Canada by the smuggling ring and they set out to find him. They head out by train to some lumber camps and eventually discover their father being held prisoner in a remote cabin. They rescue him after further adventures and escape a raging forest fire set by the people who had captured Fenton.

Fenton himself weakened through his capture, nonetheless encourages the boys to get on the boat *Black Parrot* (now docked in Canada) at Little Cove and they do; fortunately they find jobs on the schooner. Pierre (the bad guy) is on the ship.

The ship is being used by the smuggling ring and the Hardys manage to stay incognito, reach the pirate island, observe the yearly incriminating "business meeting," get captured, be involved somewhat in two mutinies—one coming to the island and one they inspire as they leave the island—escape, and finally radio SOS for help. The story closes when a Coast Guard cutter with Fenton aboard rescues them. Everybody get prizes.

### **Key characters:**

- Pierre Pierre, a smuggler who wants Fenton out of the case (key antagonist)
- *Black Parrot*, pirate schooner involved in the smuggling ring
- Jim Hoskins, another smuggler captured in Canada
- Slim, another one captured in Canada; Captain Mundy, captain of the *Black Parrot*
- Lem, guy in Canada who was asked to purchase sleeping pills to drug Fenton, discovered by the Hardy's in a break through effort to find their dad

- Sergeant Johnson, Royal Canadian Mounted Policeman who helps the Hardys rescue their dad
- Lanny Lowe, a character who help the Hardys on Barracuda Island remain incognito, Lanny was ship wrecked on the island and forced to stay their the rest of his life to keep the ring from being found out
- King Claw, chief smuggler and descendant of Captain Gronger--who wrote the book "Fifty Thousand Dead Men" which Frank purchased and used to partially figure out the smuggling scheme.

### **Key locations:**

- Little Cove, spot in Canada where the smuggling ring had the *Black Parrot* and also the sight where they picked up contraband in hollowed out logs
- Barracuda Island, spot where the ring had it's headquarters and secret society located in warm waters and presumably South Atlantic
- Woodsville, first stopping off place for the Hardys when they reached the lumber camps in east Canada
- Scrub Oak, a Canadian village
- Twin Spruce Camp, where Fenton was being held in Canada.

## **19. *The Disappearing Floor***

**Frontice piece:** p. 208

**Dust-jacket Cover:** p. 110

**Plot:** Perhaps my least favorite plot so far—very far fetched and unbelievable in terms of **coincidences** and in terms of the inventions and technology in the story. Has none of the more realistic adventure of say the *Mystery of Cabin Island*. The story begins with Frank, Joe, and Chet going on a picnic, arriving at the place they intended by train. They stumble into a cave out in the middle of nowhere and meet their father who was tracking down some crooks! As highly unlikely as that, they stumble onto some of the crook's hidden loot and barely manage to hide it again before be discovered by the criminals. Fenton somehow gets away unnoticed.

The Hardys sneak back into the cave and try to rescue some of the treasure but are unsuccessful. Later they try to trap the crooks in the cave by plugging up the entrance and bringing in the police but that doesn't work either. Eventually they rescue some money and get it back, through various adventures, to a bank where they are mistaken as bank robbers!



The Hardys learn—by overhearing the men in the cave—that Duke Beeson disguises himself as a leader of a "sun praying" cult. Later the Hardys discover their camp and some of the eastern clad members. At one point a tiger gets loose around the camp, which is **coincidentally** located near Frank's girlfriend, Callie Shaw's parent's cottage. Aunt Gertrude who visited the Shaw's cottage with the chums as a chaperon was scared and **coincidentally** Fenton Hardy showed up and was mauled by one of the tigers.

Later the Hardys happen onto another bank robbery and **coincidentally** get a flat tire near a cemetery where the loot was being buried. As they attempt to change the tire they notice someone moving about in the cemetery. It turns out that it's Eben Adar, who is a crazed scientist, is digging up the illicit gains. The Hardy's try to get a closer look but are struck by lightning! Then they recover and end up in Adar's house with the crooks. However, the crooks are "frozen" by a device the crazed scientist has invented.

The Hardys escape but their car explodes and they return to the house, a sort of surprise Adar. They notice that Adar has a kind of Dr. Jekyll and Mr. Hyde personality. The plot thickens as the Hardys sneak about the house which is wired such that the rooms can move around like elevators (thus, the titled idea of the **disappearing floor**).

Earlier, when poking around the house, they had turned off the freezing machine and the bad guys thawed out. They corner the Hardys but Adar and the Hardys escape the locked room by means of a secret panel. In the room off the panel they find a phone and call home (Bayport 6132--first time this is revealed in the stories--p. 156). They get Chet, Fenton and Aunt Gertrude to come out to Adar's house.

When they arrive Adar is at first nice and then goes a little crazy again. He orders the Hardys out and Gertrude and Chet go home. The Hardys in the meantime, at their father's suggestion fly to a city (Columbia) to purchase a book on electricity to help make friends again with Eben. They do, but run into another character named Weeping Sam at the airport. When they arrive back he follows them, but they try to escape at an amusement park.

Unfortunately they really didn't give him the slip and he follows them back to Adar's house. The Hardys offer the book to Eben (who is excited) but then handcuff him while they look for Beeson in the rest in the house. Weeping Sam is not scared off by the mechanical ghosts and enters the house. The Hardys locate Beeson and their Dad, make arrests only to have them escape and then recapture them when the house was set ablaze.

Eben's knock to the head helps him regain his senses and the Hardys capture the criminals. In the final roundup they return to the cave where the goods were hidden to discover that the cave, too, rigged up on elevators and the stolen goods garnered from all over the country was hidden in lower floors. The Hardys solve the mystery, except who Harry Tanwick was remains a mystery, and get prizes. (Tanwick was the name written on the envelope which held the \$100 bill at the beginning of the book.)

### **Key characters:**

- Duke Beeson, criminal ring leader of the bank robbers who dressed up like an Indian Prince (Chief Shining Light) and led a religious cult of sun worshippers
- Weeping Sam, another crook, Pudge, Runt, and Spike, other gang members
- Mr. Eben Adar, eccentric scientist whose mansion was rigged up with **disappearing floors** and other gadgets, knew Aunt Gertrude as a child
- Harry Tanwick, a name that occurred on a letter found at the Hardy campsite (early in the book, along with a \$100 bill) that was again mentioned on the last page of the book as being unsolved in terms of its relevance to the case
- Mr. Easton, a detective that worked for Fenton Hardy who helped surround the Adar mansion at the end of the book
- Detective Conlon, Fenton's chief assistant detective (p. 199) stationed at Adar's residence, described as a giant of a man (p. 209).

### **Key locations:**

- The mansion, location of the disappearing floors and the electrified "ghost" of the cover
- Erie, a city of unspecified location, Columbia, a town the Hardys flew to purchase a book for Mr. Adar as a gift
- Jake Riley's Amusement Park, place where the Hardys tried to loose Weeping Sam after their trip to Columbia for the book, located about an hours drive from Erie (p. 180)
- Great Notch, sight of the picnic the Hardys and Chet went to by train and near where the bank robbers had their cave (where they hid the loot) which the Hardys **coincidentally** fell into and **coincidentally** met their father
- Callie Shaw's parent's cabin in the mountains, located about two hours drive from Bayport, near the sun praying cult.

## 20. *Mystery of the Flying Express*

**Frontice piece:** p. 168

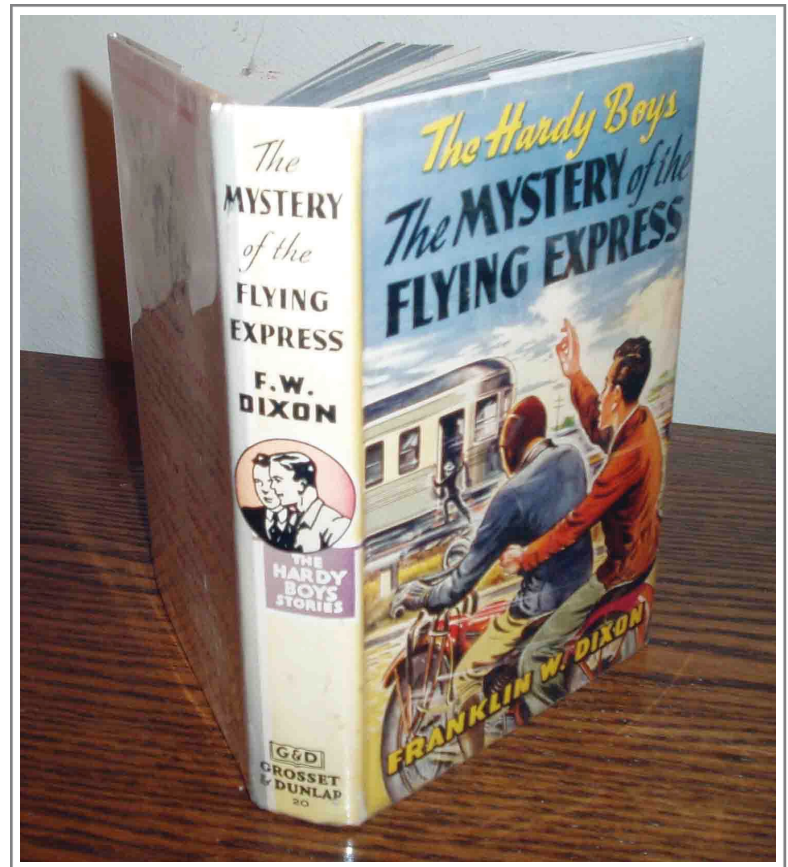
**Dust-jacket Cover:** p. 160

**Plot:** The plot centers around the idea of a group of spies are using the flying express train as a means of sending messages and people out west to their training camp for terrorism and the eventual overthrow of the American government.

The story begins with the Hardys and Chet finding an unwanted guest disguised as a repairman in their house and unexpectedly overhearing the discussion one of their dad's cases. The repairman speaks with a disguised but recognizable foreign accent. It turns out he had wired the Hardy household for a dictaphone which played their conversations on a loud speaker outside.

The plot thickens when they see the guy get a package off the train and drop it into the Willow river. Using the Sleuth they recover the package which has a message in code which relates to spying activity out west, around the Rockies.

Suspecting the train is used to send messages the Hardys get on a plane to catch up with the train that is headed toward Saddler. During a storm the plane is forced down near a ranch that is later found out was owned by bad guy—Pete Rangler. Pete was a suspicious passenger the Hardys noticed on the plane that disappears. Eventually, Joe and Frank split up and piece enough evidence together. The key piece of evidence was a letter found in Rangler's fireplace that gives names and times of spies coming out west on the Flying Express. The Hardys hatch a plan to board the Express with fake messages to gain evidence on the bad guys. A major



break in the case comes when a train derails with a character named Waxen aboard and the Hardys follow him, eventually leading them to the spy camp.

One key here was following a trail marked by bugles carved into trees. Chased by a bear, the Hardys enter the camp, find a Dr. Morse, and escape with him—then get back to Fenton Hardy by phone. The next day they lead a group of detectives back to the camp for the roundup. The spies try to hide themselves in a secret tunnel but are captured and the case is solved--Joe and Frank are the big heroes.

### **Key characters:**

- Professor Morse, fooled speech professor (taught at Bixby University) who trains the spies to speak with less of an accent
- Trett, Waxen (carries a pistol, p. 174)
- Fox, Gamble, and Thorn, bad guys in the spy ring; Henry Bumper, guy who recruited Professor Morse to train spies (p. 193)
- Weather-Eye, local from out west that helps Frank get to Pete Rangler's ranch and find Joe
- Pete Rangler, bad guy who owns ranch (and is a fake rancher) near a place where the plane the Hardys were flying in were downed, it was also near the spy camp; Kelly, one of Fenton Hardy's associates that helps the Hardys out west--they met him at a train station
- Jackson, Crosby, Williams, and Jones, other detectives that assisted the Hardys and their dad in rounding up the spies at their camp.

### **Key locations:**

- 23 Elm Street, Hardy home (p. 59)
- Saddler, city near where the spy camp was located out west;
- Beegle another town “out there”
- Bainville, town on the route of the Flying Express where the Hardys tried to fly to in order to catch up with the Flying Express as it went westward.



## 21. *The Clue of the Broken Blade*

**Frontice piece:** p. 158

**Dust-jacket Cover:** p. 51

**Plot:** The plot revolves around a ring of thieves stealing trucking and shipping stuff. Fenton invites the boys to become involved in the case and their first investigation, unfortunately, is helping one of the crooks to load stolen goods on his truck. However, the Hardys realize soon thereafter that they had been duped when they run across the real truck driver who was to pick up goods.

They were able to track down the thief who had painted a new sign on his truck and taken a nap (conveniently) beside the truck so that the Hardys



were able to steal the truck back without waking up a character named, Moe Gordon. The driver turns out to be a guy named Moe Gordon who is still sleeping when Joe returns with police and has him arrested.

During a fire he soon escapes the jail in Aberdeen, which was scene of the theft and is seen by the Hardys entering a confectionery. Soon it is found out that the confectionery is owned by Charlie Hinchman who is a ring leader in the criminal outfit. During the escape a man drives his car into the front of the confectionery accidentally and Moe makes his escape. Turns out the driver of the car was a guy named Mr. Barker who happens to be president of the Liberty Trucking Company—the same company that was having its goods stolen.

Mr Barker invites the Hardys who had arrived on the scene over to his office and it was during this visit he shows off his sword collection that will prove to be a part of the mystery when some are stolen. The first thing missing from his collection will be an “estoque” which was encrusted with jewels. Its original use was by matadors to kill the bull. Later, on a night when Mr. Barker and Hinchman were going to settle for damages to the confectionery, Mr. Barker's safe was robbed and a crusader sword from his collection was broken and only the hilt part of the sword was left behind. The name of the crusader Edouard Poincelot was etched on the blade and as pieces of the broken blade are found the Hardys can conclude they are on the right trail. Hence, we see how this book in the series was about the “clue of the broken blade.”

The mystery begins to break when Chet read in a Bayport newspaper that a Senor Castillo, who was visiting, would give fencing lessons. The “fencing Castillo” told Chet that he was not a bullfighter, but that another Castillo was working at a circus. Later their father calls and tells them to meet them at a circus in Summit where the boys begin to close the case. The Hardys go to the circus, get hired on as hands, and meet the bullfighter Castillo who is now working as an aerial expert. He has the stolen estoque, but it was probably sold to him, without knowing it was stolen property.

Hinchman and Gordon are captured when they attempt to kill Axel Webster with a poison snake stolen from the circus. The shocking event awakens Narvey's memory—Narvey is the son of Alex who ran away from home and came under Moe Gordon's influence; and he helps the Hardys round up the crooks by laying a trap. The trap was sprung in a cottage where Hinchman and Gordon were trying to get more money from Narvey. The bad guys are overpowered by the Hardys and Narvey.

### **Key characters:**

- Moe Gordon, stole some goods early in the story, was captured then escaped; Charlie Hinchman, crook that was hiding Moe Gordon in his confectionery when a car crashed through the window, the key bad guy in the story using the confectionery as front for illegal activities
- Matty Storch, one of Charlie's allies in the trucking business
- Mr. Barker, owner of Liberty Trucking company and place where the broken blade sword is discovered from his collection
- Narris Webster, also called Narvey (called Marko at the circus where he performed for a time), son of millionaire suffering from amnesia, happened upon the Hardys and asked for a ride in their car, recognized by Fenton and finally reunited with his dad
- Axel Webster, millionaire trying locate son
- Tom Klip, truck driver who would have lost his job had not the Hardys located Moe and the stolen goods in the early part of the story
- Miss Weed, Mr. Barker's secretary
- Mr. Panser, owner of pawn shop where the estoque was offered by the criminals to him, but at too high a price
- Dr. Rhodes, from Williamsburg (p. 87) who attends to Narvey after Joe and Frank find him after he "took off" out of fear
- Big Top Hinchman, cousin of Charlie Hinchman, ran circus in Summit, had sent Moe Gordon on his way because of his stealing
- Castillo, former matador and now acrobat in the circus, to whom was sold the estoque (by Moe Gordon) stolen from Mr. Barker.

### **Key locations:**

- Aberdeen, scene of some criminal activity in the first chapter of the book, somewhat near Bayport (one hour drive p. 6)
- Carside, mentioned by Charlie Hinchman as location of his actual trucking business (Great States Storage Company), located 60 miles from Aberdeen (p. 58)
- Lenox Hotel, where the Hardys stayed in Aberdeen while on the case;
- High Point, city where Axel Webster lived
- Summit, location of circus investigated by the Hardy family, suspected as being involved in some way with Charlie Hinchman and Moe Gordon;

- Willowsville, site where Big Top Hinchman had a storage place that his cousin Charlie Hinchman wanted to use, one day trip from Summit (p. 183)
- Carside, mentioned on p. 58, about 60 miles from Aberdeen and site where the Hardys spotted Moe Gordon and Narvey Webster for the first time.

## 22. *The Flickering Torch Mystery*

**Frontice piece:** p. 188

**Dust-jacket Cover:** p. 114

**Plot:** The plot revolves around the loss of equipment from construction projects and hiding them in an abandoned mine. The thieves were also ripping off silkworms from an eccentric scientist and that eventually brought the Hardys in on the case.

The story begins with the scientist asking the Hardy's father, Fenton, to take on a case of missing silkworms that he passes off on his sons. They are to work on an experimental farm (the State Experimental Farm--S.E.F.) near the scientist's laboratory so one of the key characters, Asa Gable, agrees to it. The Hardy's begin to suspect a character named Archibald Jenkins, Asa's right hand man, but it turns out there is another group of people that have access to Asa's laboratory through an abandoned mine.

The Hardys finally locate the entrance to the mine (Wortman's cottage), enter it, find the hide-out, and round up the gang who used flickering torches to signal to one another using thick cloaks as disguises.

### **Key characters:**

- Hal Wortman, key bad guy who lives in a cottage over the mine
- Charlie Wortman, son of bad guy who is somewhat mixed up in the affair, he stole the Hardy car by dressing up as a woman and claiming the Hardy car while after it was being repaired; "Boots" a confederate of Wortman who works at the experimental farm, he was the one who was stealing the silk worms for his own experiments
- Hefty Cronin, truck driver in the league of bad guys; Asa Gable, eccentric scientist who pulls the Hardys on the case
- Mrs. Trumper, widow (in her late 50s) who originally owned all the land of the experimental farm and where Wortman's cottage and mine was located;

- Mr. Walter Cartwright, one of Fenton's assistants he used on difficult cases who had come from New York--he helped in the roundup
- Dick Ames, older friend of their who is working on a construction site near the State Experimental farm, they met him accidentally again in Midvale (p. 64), he was having construction equipment stolen from him and was in danger of losing his job
- Tim O'Brien, new watchman at Dick Ames' construction job--was drugged by the bad guys--p. 147.

### **Key locations:**

- The State Experimental Farm, near Asa Gable's laboratory, Barmet Bay;
- Asa Grable's house and the farm were not too far from some cliffs which overlooked Barmet Bay and these cliffs were the place where the flickering torch was used as a signal to bad guys out on the bay
- Midvale, a small village about a quarter of a mile down the road from the State Experimental Farm where they met Dick Ames (p.64)
- p. 107 indicates the cliffs mentioned are north of Bayport since they see a nightly air mail plane fly over heading north
- Eastport, located sixty-five miles in some direction from Bayport--where Aunt Gertrude was driven by cab when she gave bad directions (p. 139).

## **23. *The Melted Coins***

**Frontice piece:** p. 186

**Dust-jacket Cover:** p. 127

**Plot:** The story begins when Chief Collig calls the Hardy home and tells them about a man who was beaten up in Bayport and who mumbled Fenton Hardy's name in a semi-conscious condition. When Frank and Joe visit the hospital, the patient called Mr. Spanish—since his beating had given him amnesia—mumbles "the Curse of the Caribbees".

It turns out that the curse should have been properly called the curse of the Carabaya that was placed anyone who would steal some gold coins minted in Mexico by the Arezo family. Then it's off to the train station for the Hardys to pick up Aunt Gertrude. Upon arriving they find out she has been given some counterfeit coins.

Later Chet invites them over to his place to hunt for some buried treasure that he thinks because he has found an historic coin on the Morton

farm. The plot revolves around trying to find out the identity of Mr. Spanish, tracking down the coin counterfeiters, and finding buried treasure on the Morton farm.

The Hardys eventually find out Mr. Spanish is a Mexican aristocrat who was seeking Fenton help in locating stolen family coins in Mexico. Eventually his memory returns (near the end of the book) when the Hardys discover his probable identity and trigger his subconscious. His identity was discovered when a tracing of the coin found on "Mr. Spanish's" clothes after his mugging was sent to Mexican authorities for possible identification. The coin counterfeiters were stealing coin collections, melting them down and recasting them. One counterfeiter named Ratchy had hidden some of the loot he intended not to share on the Morton farm because it was on the way to his hideaway. It was eventually discovered by Chet and the Hardys in an abandoned well.

The coin counterfeiters were caught when the Hardys realize the probable location of the headquarters through noting the general direction the criminals were regularly heading, and by discovering that Mr. Ratchy was actually a younger man in disguise. Mr. Spanish, really Señor Arezo, regains his identity, and whatever treasure there was on the Morton farm was eventually discovered by Chet at the end of the story. Everybody gets prizes.

### **Key characters:**

- Blackbeard, a tattooing sailor not mixed up with the counterfeiters who scares the wits out of the Hardys
- Lopez, Blackbeard's assistant
- Mr Spanish, Señor Ferdinand Arezo of Carrabaya, Mexico, beaten up man who was a wealthy Mexican seeking Fenton's help in locating valuable coins minted in Mexico in honor of his family
- Mr. Ratchy, guy who was palming off the counterfeit coins, in disguise of an old man
- Butch Bauer, involved in the counterfeit ring, beat up and stole bankroll from Frank, later caught
- Cawdry gang, connected with ring out west by owning a blind gold mine, shipped stolen coins in, melted them down and shipped them out;
- Doctor Wakefield, Bayport coin collector
- Mr. Carter, professor who was a coin collector
- Wu Sing, Chinese coin collector.



### **Key locations:**

- Mawlings, sight of bank account for Mrs. Hardy's club where Frank was going to deposit cash
- Tryton, (Upper, Lower, New Tryton, and Tryton Hills) a rambling village and sight of the counterfeit rings headquarters
- Hixon, a town or village on a line from Bayport, through the Morton farm where Frank suspects the thief or thieves are heading to and are burying their goods on the way
- Hanover, city on a line from Mawlings to Tryton, using the city's locations, Frank draws a line that intersects at Tryton and the probable place of the rings headquarters.

### **24. *The Short Wave Mystery***

**Frontice piece:** p. 99

**Dust-jacket Cover:** p. 210 [D.J.] & 217

**Plot:** The story begins with Frank and Joe in the attic using their short-wave set to talk to Chet. Chet relates that he is becoming interested in taxidermy and invites them to an auction where he plans to purchase equipment. After finishing the conversation Joe plays with the set and hears an emergency message that sounds like: Help—Hudson!

The story develops at an auction when someone runs off with a bunch of stuffed animals. We later find that they are to be used by a gang to hide short wave sets, and to also to scare intruders at nearby headquarters. Fenton asks the boys to help him round up a gang of radio parts thieves whose ring leader is named Spike Hudson. Fenton brings home several high quality short wave sets to try and overhear their conversations, since the Hudson gang uses short-wave to send messages. One interesting details is that there is usually dog and cat fights, etc. are used to signal when they are going to do a job.

Also there is a sub-plot of missing educators from an expedition. The Hardys will be flying to Canada to help on that and hope to have the Hudson gang "wrapped" up by their departure.

Well sure enough, the Hardys overhear the signals again on the radio. Locate the Zetter brothers hideout and have them and Elly arrested and close in on Hudson's Bayport hideout. However, Spike escapes by airplane to the North. The story ends on Hudson Bay, Canada when the character Hudson is

found in cabin a short distance from the missing and lost educators. That's quite a coincidence! The Hardys call in help while Hudson takes a nap—illustrated on the cover picture.

### **Key characters:**

- Spike Hudson, gang leader of group that is stealing radio parts from around the country and coincidentally near Bayport, has hideout up in Canada near Hudson Bay
- Elly Batter (alias Andrew Smith), slim, tall character who is in the gang and lives in Bayport and other nearby towns as the story progresses
- Jimmy Gordon, little kid befriended by Joe and Frank who is a relative of Elly (his father George is mentioned (p. 83))
- Mickey, one of Jimmy's friends; O'Markey, crooked watchman
- Zetter brothers, one sells taxidermy stuff and other works on illegal electronic stuff
- Professor Wood, scientist with lost friends on Hudson Bay; Pilot Stewart, flew Hardys and Wood to North
- Tim, night watchmen at the Cooper factory that knocked out Frank Hardy by mistake; Sergeant Mcleod, of Bayport police is mentioned (p. 55)
- Mr. Roundtree, real taxidermist that lives in Bayport and works in store next to Zetter.

### **Key locations:**

- Hudson Bay, Canada, near the site of the lost friends of Professor Wood and near Spike Hudson's remote hideout
- Willow River, in Bayport, avenue used by the Hardys using their boat (Sleuth) to visit several electronic factories (Cooper's quartz factory [p. 50], where Biff Hooper worked--targeted by Hudson's gang, and place where Frank was knocked out by a watchman and then set adrift by the bad guys in Barmet Bay
- White Bear River (near Hudson Bay); Mawling a village near Bayport where they were to meet Fenton Hardy at the Red Lion Restaurant
- Main street, location mentioned (p. 29) of Mr. Smith's store where Jim Gordon and the kids were accused of stealing candy
- High street (p. 31), mentioned location of Hardy home and is mentioned as adjacent to Main street (p. 69)
- Bridge street, where Elly Batter exited the bus (p. 70)

- Turner's new battery factory (p. 88) near Mawlings, where Frank and Joe spot Fenton Hardy and think he's one of the thieves and place where O'Markey the crooked watchman worked
- Skiffin Brother's Tannery, place where Elly allegedly worked (p. 114); Austin Engineering company, branch building located near the Old Mill on the Willow River (p. 126)
- Old Creek, a tiny village on a stream running into the Willow River (p. 143)
- Bloomington, city mentioned (p.152-162) as place where Batter (Smith) was receiving mail
- Buffalo, New York, mentioned as stopping off place where they refueled (apparently) on the way to Hudson Bay territory (p. 196).



## 25. *The Secret Panel*

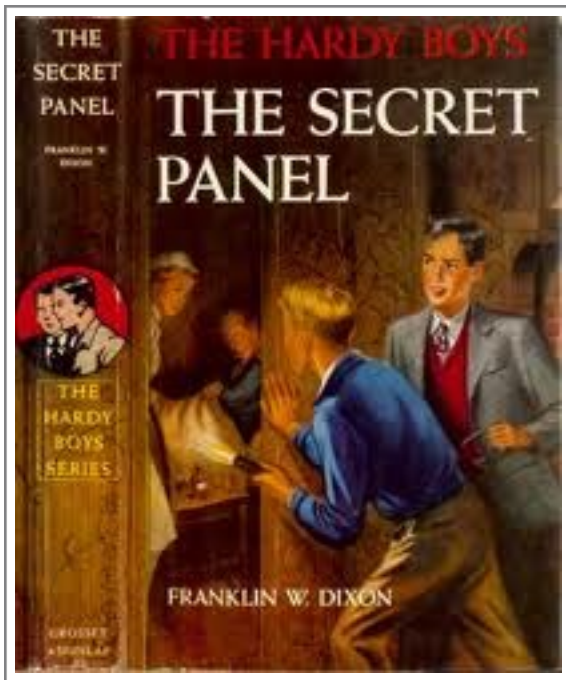
**Frontice piece:** p. 166

**Dust-jacket Cover:** p. 171

**Plot:** The story begins with the Hardys out on a drive when a man's car goes out of control and loses a front wheel. The man remembers he left a light on in his home and gives the Hardys his house key and asks them to turn it off. On returning home Frank and Joe find their father is working on a case concerning stolen goods from museums, which you can surmise will obviously tie in later.

The Hardys visit the home but cannot gain entrance because they cannot find any keyholes. The whole house does not have hardware of any kind, apparently by design.

Chet enters the story by purchasing an old dory that he names the *Bloodhound*...and then it promptly sinks. The next thing you know the Hardys are returning home and find someone trying to pick the lock on the back door. The guy claims he is changing locks but the character named Matt Matton was in league with the thieves and was trying to gain entrance to the Hardy household.



The plot thickens when a woman entreats the Hardys to find her son who had gotten mixed up with some bad guys. Evidently he had been shot in the leg and said something over the phone to his mother about a secret panel. The Hardys aren't sure if all this is connected, but you guess it will be. They go back to the Mead house and gain entrance by finding the concealed key hole. They check out the place but Frank gets electrocuted in the basement.

Eventually, the Hardys conclude that the museum thefts, the Mead house, the guy who sold Chet the dory (with the notable Y sign on it), the kidnapping of doctors and nurses are all tied together. They go back to the Mead house and gain entrance to the secret panel in the library, but are captured by the bad guys. Eventually, Fenton Hardy figures out where the panel is, helps his sons, Chet, the nurse and the wounded boy escape. They then lay a trap for the thieves and capture them when they return to the secret panel room to recover some booty. The mystery is wrapped up.

### Key characters:

- John Mead, deceased owner of Mead house, architect who designed the house and hardware, and a secret tool for breaking into locks
- Ben Whitaker, innocent owner of hardware store in town, accused of stealing door knockers in the community



- Mike Matton, worked for Ben but who was a shady character and was trying to pick the Hardys house lock
- Doctor Lyall, kidnapped physician who was kidnapped to help the boy who was shot
- Mrs. Stryker, mother of boy who was shot and hid behind the secret panel;
- Lenny Stryker, boy who got mixed up with the gang and got accidentally shot
- Miss Johnson, is a nurse (and friend of Mrs. Hardy) kidnapped to take care of Lenny and got mixed up in the secret panel room (her picture appears on the cover)
- Whitey Masco, the ring leader of the gang that uses John Meads invention for breaking locks to steal valuable stuff from museums
- John Mead (nephew) who had inherited the mansion and originally gave the key to the house to the Hardys (innocent)
- Jeff and Griff, two guys in the gang who did various bad things through the narrative.

### **Key locations:**

- John Mead's house, located 2 1/2 miles from Bayport on the North shore of Barmet Bay
- Dover street, sight of Mike Matton's boarding house in Bayport
- 47 Packer Street, address given to Chet to meet man who sold him the dory; Fourth and Upton, streets mentioned in Bayport (p. 59)
- Harlington, sight of county fair and robbed Museum
- Water Street, mentioned on page 20, near boat docks
- 22 Beach street mentioned on p. 52; Harlington, sight of fair (p. 148).

## **26. *The Phantom Freighter***

**Frontice piece:** p. 201

**Dust-jacket Cover:** p. 202

**Plot:** The story begins when the Hardys receive a letter from Thaddeus McClintock offering an interesting job. In the same chapter, Aunt Gertrude is missing a box of valuable family papers that is a part of her luggage sent by express mail. Instead, or receiving that, they received a carton filled with raw wool. These two threads (pardon the pun) weave throughout the story-line.

It turns out that the missing family papers were captured by people who were selling smuggled stolen goods by sending them to houses where the occupants had left town. Eventually, the trail Hardy boys followed led to the waterfront area where the goods are coming ashore. That's part of the key to the mystery. The loot is smuggled in on a phantom freighter that is equipped to repel ships and planes that uses some kind of technological invention to do that as they approach her.

Much of the McClintock angle of the story revolves around the boys effort to take him on a vacation—eventually a freighter vacation. However, they keep running into roadblocks set up by the crooks to keep the Hardys from getting aboard any freighters at all and perhaps learn what their methods are. Eventually, the Hardys book passage through Biff Hooper and board a freighter with Mr. McClintock. While on the cruise they spot the phantom freighter with the unusual technological abilities, sneak aboard it, are captured. Eventually they are rescued when they use the wireless to send a coded message with their approximate position to Fenton Hardy. The smugglers are captured, the mystery is solved.

### **Key characters:**

- Mr. Thaddeus McClintock, eccentric man who employs the Hardys to take him on a trip
- Crowfeet, nick name for Harry Piper, the head smuggler (smuggled stolen parts, etc.)
- Klack, guy who runs a booking agency for the freighters but is in league with the smuggling ring, captured in the final chapter
- Captain Gramwell, good guy captain on the freighter (p. 179ff) the Hardys and Mr. McClintock cruised on
- Captain Harkness, ran the fishing boat that took the Hardys and friends fishing for tuna
- "Mrs. Harrison", woman who was forced to work for the ring by receiving the shipped goods in houses where the owners were absent, it wasn't really her name-->the real Martha Harrison was attending a convention of women's club (p. 47) while her husband was in Mexico
- Mr. Nixon, ran the express company in Bayport (p. 49)
- Mrs. Uptide, Bayport resident where intruders had used her house (p. 66ff)
- Captain Dryden, captain of ship where Frank and Joe chased a criminal (p. 72ff);
- Daniel J. Eaton, ran antique shop in Hopkinsville (p. 91)

- Captain Gordon, skipper of the *Lion Tamer*, (p. 198) boarded by the Hardys to see and smell the exotic animals kept on board
- Sparks, radio operator on ship who boarded the phantom freighter with the Hardys and was also captured
- Mitchell, inventor of the "repeller" that was kidnapped aboard ship by Crowfeet.

### **Key locations:**

- 42 Springdale Ave., address that Aunt Gertrude's stuff was sent to in Chapter 1 of book
- Southport, city near Bayport where Biff purchased tickets for the Hardys for the freighter, other action there, too
- Hopkinsville (located several miles from Bayport (p. 91) where the Hardys did some sleuthing
- Highburg, city where Mrs. Harrison was attending a women's club convention (p. 47);
- Pier Ten, part of Bayport's Pier system (p. 71)
- Dock 3, Bayport, mentioned on p. 116; Bridgewater, p. 149, nearby city to Bayport where Aunt Gertrude and the Hardy's cross paths.

## **27. *The Secret of Skull Mountain***

**Frontice piece:** p. 187

**Dust-jacket Cover:** p. 156 (best guess because it's a night scene, but the cover doesn't really fit the text)

**Plot:** The story begins with Bayport facing a mysterious water shortage. A newly built reservoir is not filling up properly and the engineers are at a loss as to know why. Some of their friends are involved in the project and the Hardys are invited to help solve the mystery.

When Frank and Joe begin to do detective work around the reservoir they can't find out why the lake keeps draining at night, but begin to be suspicious about some of the people who live around the mountain. There suspicion is aroused because they try to foil their investigations.

Eventually, the Hardys discover a passageway through skull mountain to the Atlantic ocean that some bad guys are using to explore clay deposits for bauxite. The Hardys close in on the gang, discover the caverns and the

water conduit under Skull mountain and round up the gang. On the whole a pretty good story.

### **Key characters:**

- Dick Ames a friend of the Hardys who was also an engineer, who worked for Mr. Carpenter
- Mr Robert Carpenter local engineer, employed by the builders of the dam to find out why the reservoir wasn't filling properly; Sailor Hawkins, owned property near Skull Mountain who built the lock system so the underground stream could be dammed at times
- Potato Annie another person who lived near the mountain, took vegetables to the bad guys who lived in the cavern
- Dr. Foster, missing scientist in a case that Fenton is working on, believed perhaps to be mixed up in the affair (**coincidentally** he is) at Skull Mountain
- Klenger key bad guy in the story who is using Dr. Foster under force to see if clay deposits under Skull Mountain contain bauxite and the ringleader of the people who are draining the reservoir at night; red hair (p. 195) and ran a plumbing shop in Bayport
- Tom Darby, an indigent who dresses very scraggly, befriended by Dr. Foster and used by the bad guys to keep people away from Skull Mountain
- Ben Stoper, bad guy who ultimately was the ring leader over Klenger, he promised to put up money for Dr. Foster to test the clay for bauxite but later kidnapped Dr. Foster, he was described in the book as being smaller than Limpy, bad guy missing a toe (left footprints around)
- Sweeper, nickname for Timothy Kimball, Jr., son of an executive from Brookside, a never-do- well who got mixed up with the bad guys and who was a bad guy
- Timothy Kimball, Sr., father who tried to hide his son's guilt, owner of the Kimball Construction Company
- Tom Taylor, city editor at Brookside, referred to by Fenton Hardy so Joe could get information on Timothy Kimball
- Charles Martin, certified public accountant, perhaps an alias, tried to get Klenger's accounting books but was discovered by Chet Morton--Martin escaped from Patrolman Riley as a crowd provide enough confusion for an accomplice to help him by bumping Riley.

## **Key Locations:**

- Bayport; Tarnack Reservoir, the reservoir that wouldn't fill up, near the base of Skull Mountain, about 20 miles from Bayport as the crow flies
- Skull Mountain, at the same place, contains caverns and an underground "causeway" which drains off the reservoir when the locks are opened
- Merriam Island, located in Barmet Bay, it was a place where the bad guys had a rendezvous by boat--Frank was cast adrift after he was caught as a stow away.

## **28. *The Sign of the Crooked Arrow***

**Frontice piece:** p. 122

**Dust-jacket Cover:** p. 124 is the closest thing to it or possibly p. 120 [D.J.] 214 pp

**Plot:** The story begins when the Hardys head out to Pleasantville to investigate a car that was left at Slow Mo's garage for two months and never called for. The Hardys become suspicious when they locate a torn watch thob that eventually ends up matching a pawned watch with a crooked arrow etched onto its glass face.

The bulk of the story is committed to tracking down clues related to the auto, which eventually lead to a possible connection with a gang of crooks who are using Arrow cigarettes—with hidden knockout gas—to rob people. Somewhat farfetched I must say.

At the same time a Hardy relative in New Mexico is having trouble with something at her ranch and wants Fenton to come out and help. You guessed it, coincidentally the cases are related. When Fenton is seriously wounded by a poisoned arrow the boys head out to the New Mexico ranch.

At the ranch, they suspect a rough foreman to be part of the gang (turns out he wasn't); the Hardys try to find out why some of the ranch hands have been missing. Eventually, they find a guy called Arrow Charlie that is using some natural gas from a hissing rock to put together the scheme. He uses renegade Indians and lures ranch hands to help him manufacture the gassed cigarettes. The Hardys explore the surroundings, discover his presence and eventually round up the bad guys. Case solved.



**Key characters:**

- Arrow Charlie, actually Charlie Morgan, the bad guy who is manufacturing Arrow cigarettes and who left the auto at Slow Mo's garage and is causing Ruth Hardy all the trouble
- Ruth Hardy, Fenton Hardy's cousin who lives at Crowhead Ranch in New Mexico, she's the one having trouble
- Terry, ranch hand at Crowhead Ranch who has a knack for composing songs quickly
- Pye, Navaho ranch hand at Ruth Hardy's place who helps as a guide to the boys
- Hank, foreman at Crowhead Ranch who is thought to be crooked but later turns out to be innocent Pete
- Annie Smith, vagrant who picked up a watch (had crooked arrow on it) and pawned it but was proved innocent.

**Key locations:**

- Crowhead Ranch, owned by cousin Ruth Hardy, located in New Mexico, site of ranch and of a gang using poisonous gas to rob people
- Pleasantville, about a half hour drive from Bayport
- Al's Tobacco shop, place in Bayport where Arrow cigarettes were being distributed.



## 29. *The Secret of the Lost Tunnel*

**Frontice piece:** p. 66

**Dust-jacket Cover:** p. 200, 201

**Plot:** The story begins when the Hardy's are warned by a mysterious phone call to avoid meeting with a character named General Smith, who is coming to the house. Immediately, they are warned by another phone call to call the police immediately if a Dr. Bush calls on them.

The mystery then develops as General Smith comes to the house wanting Fenton Hardy to find some lost gold from Civil War times near his property. Fenton can't take the case but Frank and Joe want to do so. Then it is decided that it is okay for them to do that and they, with Chet and General

Smith, take off for Centerville in their newly purchased coupe. Their old car was burned up in at a mechanics garage.

It seems that some bad guys have purchased or taken over a museum in town that has valuable clues. A Professor Randolph, who now runs the museum is quite unfriendly. The Hardys uncover clues which lead them to believe the gold is hidden in a bandoleer in an old bridge, but find only a silver case with the further messages.

The message tells them to "find coin in iron." Eventually they conclude the gold would be found in a lost tunnel near the ruins of a civil war plantation. They are right! They discover the lost tunnel and the gold is encased in cannon balls but not before the bad guys try to blow them up (see the book cover picture). Fenton shows up and captures the bad guys, rescues Frank and Joe and the case is solved.

### **Key characters:**

- Dr. Bush (alias Professor Randolph), main bad guy in the story, a bank robber who wants the gold
- Baby Face, another bad guy in the story who tried to electrocute by wiring a civil war musket for them to find, Baby Face also appeared in a musket shoot but was later identified by the Hardys
- General Smith; good guy, wants to locate missing gold from Civil War battle to clear good name of his family and return the missing money to its rightful owner.

### **Key locations:**

- Bayport
- Centerville, somewhat near Philadelphia and near Rocky Run which was a small river and sight of a civil war battle.

## **30. *The Wailing Siren Mystery***

**Frontice piece:** p. 114

**Dust-jacket Cover:** p. 173 or 176 (the picture isn't completely clear about that) [D.J.]

**Plot:** The story begins with Frank and Joe on Barmet Bay aboard their boat the *Sleuth*. Just as a storm brews up they spot a yacht and hear both the

drone of an approaching plane and a wailing siren. Moments later they find a wallet with two thousand dollars plunked into the sea near their boat!

Realizing it may be stolen they put an ad in the paper for the lost money to be claimed. At that time their friend Chet is distressed over the theft of his truck and some guns and camping equipment that was in it. The boys track the truck to the North Woods around Bayport and decide to take a camping trip to explore the area for the lost guns and whatever else they can find. Eventually they do stumble into some crooks and they locate Chet's stolen canoe and truck.

Eventually it is found that the bad guys have been breeding and keeping wolves around to keep people from snooping in the North Woods because of the possibility of them being found out.

The ring is stealing rifles and engine parts and shipping them to the South to help subvert Central American countries. The Hardys finally figure out that a helicopter is being used to transport the stolen goods out to ships in the Atlantic from the North Woods. With the help of their Dad they round up the gang and the Hardy boys get the reward.

### **Key characters:**

- Krack, mountain type guy who trained the wolves
- Jezro, another less important bad guy who had left the Hardys a note to stay out of the North Woods, early in the book
- Renaldo (Renny) a famous South American racketeer who is spearheading the gun smuggling ring; Trippek (Trip) another bad guy out in the North Woods; Haxon, skipper of a yacht that was being used to smuggle stuff to South America
- Sam Radley, a right hand man detective for Fenton
- Jack Wayne, pilot who works for the Hardys in this and other mysteries gets kidnapped
- Ty Morton, uncle of Chet who is described as a big game hunter, he had ordered guns to be shipped to Chet where he would collect when he passed through town (p. 16)
- Ken, introduced as high school friend of the Hardys, now working as a postal clerk (p. 25).

**Key locations:**

- North Woods, located north of Bayport but not too far, has a tributary of Willow River in it and it's the location of the bad guys headquarters and the wolves.

**31. *The Secret of Wildcat Swamp***

**Frontice piece:** p. 203

**Dust-jacket Cover:** p. 50

**Plot:** The story begins at Chet's farm where they are digging up an old bog and come upon some fossils. An adult friend of theirs named Thomas "Cap" Bailey comes by, who is a popular track coach and science teacher at Bayport High. He solicits their help in tracking down the "near" discovery of a fossilized camel by a relative "out West". The place where it was found is called Wildcat Swamp.

In that first chapter, a prison break from Delmore Prison related to one of Fenton's cases sends the Hardys after a guy named Gerald Flint and another guy named Jesse Turk. The bad guys spend time trying to foil the Hardys plan to head out West by train and airplane, but eventually the Hardys arrive with Cap Bailey to Wildcat Swamp.

The story is "action-packed", with lots of plot twists in terms of the gang and then the Hardys getting the upper hand. Eventually it is found that the gang's interest is in the possibility of oil in the swamp and they will go to all lengths to obtain the property and the oil rights for themselves. This includes a willingness to forge documents to obtain the land. A character named Willie the Penman made up the documents and tried to get Mrs. Sanderson to sign.

Finally, the Hardys gain the help of one of the bad guys who wants out of the gang. He is a local fellow who got mixed up with the wrong crowd, and he helps Fenton and the boys round up the gang.

**Key characters:**

- Warden Duckworth, warden at Delmore Prison
- William Mogul alias Willie the Penman, a bad guy good at forgery
- Sheriff Paul, local police in the area of Wildcat swamp; Snide, another bad guy



- Snake Fliegel, bald guy who flew an airplane for the bad guys and walked in a serpentine sort of way
- Charlie Brace, a local recruit to the bad guys who finally turns on them and helps the Hardys
- Mrs. Sanderson, widow who owned the land on which Wildcat swamp was located
- Harry Sanderson, son of the same woman, who helped out the Hardys on a number of occasions
- Gerald Flint, the key bad guy in the story
- Jesse Turk, large, mountain man type guy who was part of the gang and the prison breakout
- Sam Radley, one of Fenton's key assistants
- Jack Wayne, a Hardy pilot, friend and comrade.

### **Key locations:**

- Wildcat Swamp, locally known as Devil's swamp, considered to possibly have some oil on the property (once twenty wildcatters were killed and buried on the property)
- Red Butte, sight of nearby police and information to the outside world from the swamp
- Green Sand Lake, location to which the Hardys and Cap flew before boarding a train to further West.

## **32. *The Crisscross Shadow***

**Frontice piece:** p. 52

**Dust-jacket Cover:** p. 141 (probably)

**Plot:** The story begins with the Hardys practicing football plays, but then things emerge into a mystery when they return home to find a man stealing some of Fenton's keys while selling stuff to Mrs. Hardy. The man is hustled off to police after a chase, but gets off the hook when his lawyer appears. The Hardys still are suspicious and want to track him down, but the only clue is a leather key case sold to Mrs. Hardy with an unusual R mark inside of a diamond and a square stamp.

The clue leads them to a native Indian tribe called the Ramapans that coincidentally is close to another tribe called the Pashunks, which we find

were a tribe that some of Chet's ancestors belonged. Associated with this a legend of lost treasure which will play into the plot.

The Hardys head out to Ramapan country, but encounter obstacles placed by the bad guys in the story. These bad guys are trying to locate the treasure and the deed to the land with the obvious aim of defrauding Indians of their territory.

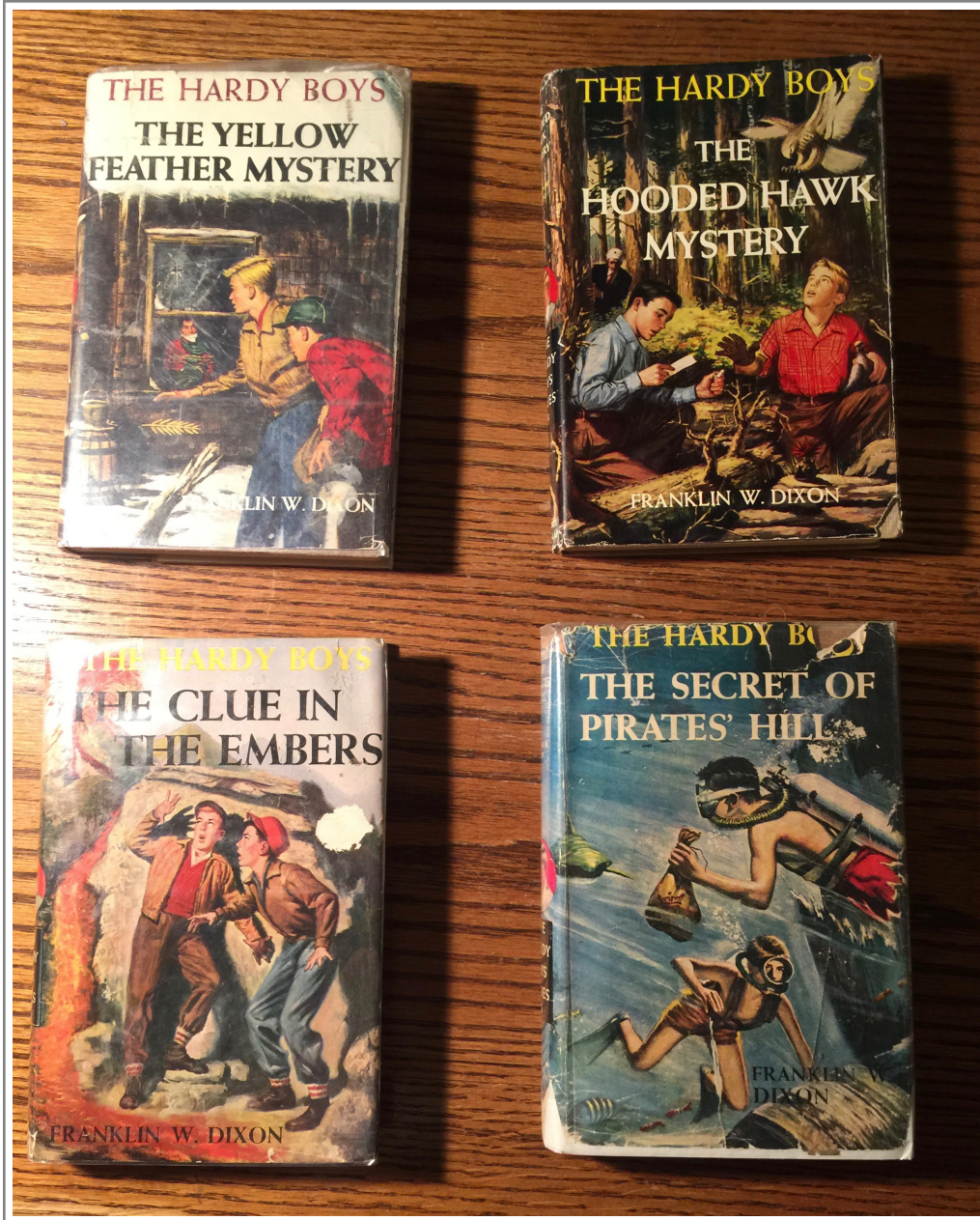
Eventually, the Hardys figure out the so-called crisscross shadow, cast by a "Hunter's moon" was not cast by wigwam poles, but rather by a rock formation. They locate the treasure and deed; they also capture the bad guys who were involved in a ring of saboteurs that wanted the Indian land as a hide-out. It all turns out okay.

### **Key characters:**

- Wylie Breck, guy who sold Mrs. Hardy the leather key case, stole Mr. Hardy's picture and was a key bad guy in the case, had a large W scar on the back of his left hand
- Sam Radley, minor role again as Fenton's assistant
- Miles Kamp, Breck's lawyer and a bad guy, too; Jack Wayne, a Hardy pilot that is briefly included
- Philip York (really Philip Varry) a small time crook who posed as a missing heir to the Ramapan land
- Chief Whitestone, chief of the current Ramapans who has a son named Ted who befriends the Hardys and helps them solve the mystery.

### **Key locations:**

- Southport, located South of Bayport, across Eagle Bay and sight of Miles Kamp's office and boat house hideaway
- Merriam island, located near Barmet and Eagle bay, protected by a light house to warn of dangerous rocks
- Ramapans' reservation located west of Bayport about 500 miles.



### 33. *The Yellow Feather Mystery*

**Frontice piece:** p. 171

**Dust-jacket Cover:** p. 142, 143

**Plot:** The plot revolves around a cryptic message from deceased a character named Elias Woodson as to the whereabouts of his will and last testament, which includes the Woodson Academy, and the then unknown to the Hardys and Greg Woodson, Yellow Feather Gold Mine. The mystery/adventure takes place mostly at the Woodson academy where they piece together the idea that Mr. Kurt and Benny Tass are probably involved in some bad affairs. Just what it is they don't know.

In addition, the Hardys must keep an eye out for the Yellow Feather who has some motive for wanting the Hardys out of the investigation. We later find that the idea of a bogus mystery person named Yellow Feather is the invention of a character in the book known as Mr. Kurt's. As time goes on the Hardys begin to conclude that the coded message has something to do with books in the school library; Mr. Kurt tries to keep them away from it. Eventually the Hardys figure out the code, discover Mr. Kurt's true identity, with Chet's help escape a frozen ice fort, and capture Mr. Kurt. The case is solved and Greg gets his Academy.

### **Key characters:**

- Benny Tass, student enrolled in at Woodson Academy who is kind of a bully and works in cahoots with Mr. Kurt for most of the story
- Greg Woodson, rightful heir to Woodson Academy and the good guy in the story who is being set up to have his rights taken away to the Academy and the Yellow Feather Gold Mine in Colorado
- Harris Dilleau, alias Mr. Henry Kurt, bad guy who was a trouble maker when a student at Woodson Academy who later gets in trouble with the law, escapes the pen, and becomes assistant headmaster at the school (also the real Yellow Feather)
- Skinny Mason, student who becomes a Hardy ally after he is saved from drowning by Joe
- Elias Woodson, patriarch of the school who passes away and leaves all to his son
- Mr. and Mrs. Teevan, employees at the Woodson academy, innocent people.

### **Key locations:**

- Woodson Academy, located close to Willow River, probably on the North shoreline (p. 1) of the Willow River.

## **34. *The Hooded Hawk Mystery***

**Frontice piece:** p. 112

**Dust-jacket Cover:** There was not a page that really corresponds to this cover picture. Page 16 is somewhat close but has rubies instead of a message and includes Chet but has no Indian mentioned in the background. Another

possibility is p. 129, but again the pigeon has rubies instead of a message, and the container is red.

**Note:** This is the first book in the series that included pictures in the text besides the frontice piece.

**Plot:** The mystery begins when the Hardys receive a literally alive “hooded hawk” by mail from someone of unknown identity. Later we find out he is an Indian national that had sent the hawk to the Hardys. He sent it to them in order to help bring down carrier pigeons that were being used in an illegal alien smuggling deal and for the kidnapping of an Indian (national) prince.

The plot then develops as the Hardys learn to train the hawk. At one point the hawk accidentally brings down a carrier pigeon with rubies on board. Eventually the Hardys track down the bad guys to a northeasterly place called Windward Island, capture some bad guys there, and later capture others of the gang at a place called Lion's Mountain. The illegal alien ring is broken up and the duped Indian prince is released much to everyone's pleasure.

### **Key characters:**

- Rhamud Ghapur, Indian national and citizen of America who sent the hooded hawk to Frank and Joe in the beginning to help track down the ring
- Nanbab, Rhamud's personal servant and turns out to be a bad guy
- Bangalore, bad guy in the smuggling ring
- Captain Flont, mean looking guy who skippered the Daisy K and was one of the key bad guys in the story
- Ragu, first mate of the Daisy K who is a bad guy; Ahmed, Indian acquaintance of Hardy's in Bayport--an elderly rug merchant
- Sam Radley, an operative of Fenton Hardy who keeps an eye on the hunting lodge near Chet's place
- George Simmons, friend of Hardys who owned helicopter--they tried to track some pigeons on board
- Prince Tava, an Indian prince being held for ransom by the bad guys who didn't even realize he was being kidnapped
- Eugene Moran, one of two boys who found the captured Krait--Gene got bitten
- Jeff Kane, another of Fenton's operatives who kept the *Daisy K* under surveillance
- Reed Newton, breeds carrier pigeons near Bayport



- John Fenwick, also breeds carrier pigeons, and took Hardys to Cliff Mountain to check out hawk eggs
- Mr. Delhi, another Indian national
- Chief Barton, kind of honorary policeman on Venus Island
- Al Richards, Barton's skeptical assistant
- John Cullen, Venus Island resident involved in the smuggling
- Arthur Daly, another resident involved with the smuggling operation.

### **Key locations:**

- Lion Mountain, inaccessible spot about 25 miles from Bayport and location where the prince was being held
- Venus Island, spot where some of the Indian aliens were being hidden (on the windward side), located northeast of Bayport
- Cliff Mountain, place outside of Bayport where Joe was attacked by a hawk protecting her nest.

### **35. *The Clue in the Embers***

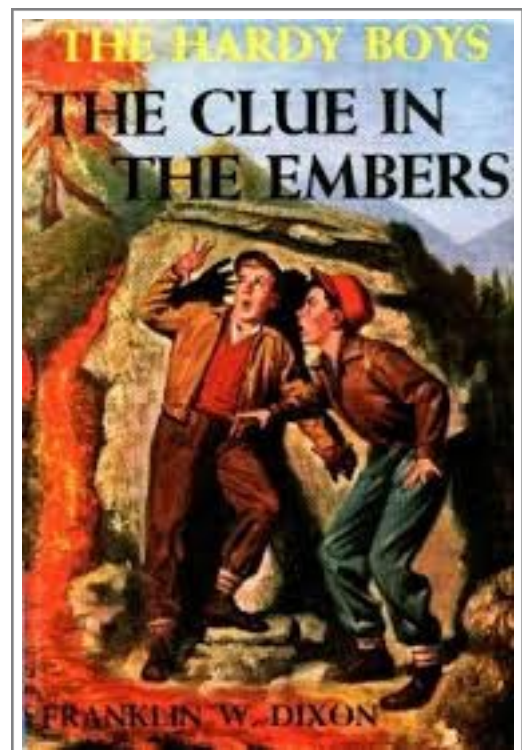
**Frontice piece:** p. 24

**Dust-jacket Cover:** p. 171 (approximately)

**Plot:** The plot revolves around some curios inherited by Tony Prito from a recently deceased relative (Roberto Prito) that lived in New York. Tony receives a number of warnings not to sell the curios and others warning him to sell them only to a certain person. Contained in the curios, it is later found out, are two medallions which have a map to a Guatemalan treasure inscribed on them.

The story progresses as the Hardys realize that the medallions have value. Eventually, Chet, Tony and the Hardys fly to Guatemala and locate the treasure. The treasure is hidden (buried) in an Aztec palace located in a place called Texachapi, Guatamala.

Unfortunately the Hardys were followed by a character named Torres, who captures them and plans to bury them alive in the palace; however, a native Indian whose son was earlier saved from



drowning by Joe, alerts some Kulkul Indians who make the rescue. The treasure is secured for the tribe and the Guatemalan government and the four are allowed to have a golden figure from the treasure as reward for their discovery.

**Key characters:**

- Torres, main bad guy who desired to get the medallions, locate the treasure and exploit it for himself
- Tecum-Uman, Indian in Guatemala who is a good guy and helps the Hardys
- Kulkuls, tribe of Indians in Guatemala that play a role in the mystery
- Valez, Guatemalan who came to America as part of the "patriotic society", with the intention of stealing the medallions from Tony Prito, shot blow gun at the Hardys.

**Key locations:**

- Texachapi, located in Guatemala, is the general area that the treasure is located in, not on a map, but called that on the medallion with map inscribed on it
- New York City, location of Roberto Prito's curio shop.

**36. *The Secret of Pirates Hill***

**Frontice piece:** p. 203

**Dust-jacket Cover:** p. 213 (the last page of the story; the only one I remember being on the last page--really the last sentence of the book)

**Plot:** The story begins with Frank and Joe doing some scuba diving off Pirate's Hill, near Bayport. They are attacked by another diver who shoots a spear through Frank's air hose. On returning to Bayport they meet a man who identifies himself as Clyde Bowden from Tampa Bay.

He wants the Hardys to take on a detective job of finding a Spanish cannon located somewhere in Bayport's vicinity. The story sounds "fishy" to the Hardys and it turns out that eventually that's the case. Bowden and some other bad guys are out to locate the cannon and some sunken treasure—an idea they came up with when they were in the penitentiary together.

Eventually, directions are found to the cannon site written in Portuguese, in a sword handle. The Hardys return to Pirates Hill and find the demiculverin—a particular kind of cannon—buried in the sand. The Hardys then try to locate the treasure (aboard a sunken ship) by estimating the distance into the Bay the cannon could shoot an 8 lb. ball at 20 degrees elevation. When preparing for the dive to find the treasure, Bowden finds the cannon, loads it and sinks the *Napoli*. However, Fenton shows up, arrests Bowden, everybody is ok and the treasure is found two days later!

### **Key characters:**

- Clyde Bowden (real name is Layng?? where did they come up with that name), confidence man who is leading the way to find the cannon and thus the treasure, he also is selling counterfeit stocks
- Guinness, local guy who gets mixed up with the bad guys
- Latsky, bad guy who was recently released from prison (safecracker--p. 43) and also was trying to get the treasure, ran around on a German made motorcycle (Kesslring) with a unusual roar to it
- Gorman (alias Smedick), good looking lanky fellow the Hardys suspect but who turns out to be a good guy
- Gil Fanning, a newcomer to Bayport who tricked Chet into coming with him and then capturing him; officers Smuff and Riley are mentioned briefly (p. 11)
- Chief Collig plays a more prominent role in this one and seems less incompetent and more helpful to the Hardys than in earlier books;
- Sergeant Tilton, an old salt that lives near Pirates Hill and has a big collection of pirate paraphernalia
- Warden Duckworth, Warden at Delmore prison
- Bod Chidsie, mentioned as an escaped car thief (p. 43);
- Mr. Lightbody, mentioned as giving an account of the Battle of Bayport in which the ship with the treasure was sunk (p. 88)
- Mr. Atkin, chairman of the fireworks committee at Bayport (p. 112)
- Halpen, the key guy who was in charge of actually firing off the fireworks
- Mr. Dumian, owner of a shabby antique shop in Bayport (p. 130)
- Miss Kelly, Joe and Frank's high school Spanish teacher (p. 177)
- Mrs. Vasquez, an elderly Portuguese woman, the mother of a fishing boat captain who lived in Bayport
- Ted Newgate, Coast Guard lieutenant in charge who help rescue the Hardys at the end (p. 204).

**Key locations:**

- Pirates Hill, located about two miles away from Barnet Bay where the boys had their boat dock (p. 7), relatively shallow water up to the shore;
- Delmore, location of penitentiary (p. 23); Garden Gate Motel, Cabin 15, where Bowden stayed in Bayport; Central Avenue is mentioned as being in Bayport (p. 130).



### 37. *The Ghost at Skeleton Rock*

**Frontice piece:** p. 124

**Dust-jacket Cover:** p. 175

**Note:** This is the first book in the series to reduce the amount of pages in the mystery from approximately 212 pages (up to 220 pages) to about 180 pages.

**Plot:** A cryptic note from the father which reads "Find Hugo purple turban" sends the Hardys into another mystery. Their immediate search leads them to a fortune teller named Hugo that seems to be crooked. However, their friend Chet purchases a ventriloquist's dummy and they find it too is called Hugo

and has a purple turban. Subsequently, they find inside the head of the dummy are rough diamonds!

Eventually they fly to Puerto Rico to meet with their father to solve the crime and locate a mysterious island which was north of there. The island has a millionaire type on it and some Indians that worship Skeleton Rock. The bad guys were using the native superstition to keep them away from that end of the island, so they could pursue their contraband thefts.

The bad guys are really Cuban revolutionaries who are financing their work through valuable stolen goods. The Hardys catch the bad guys at Skeleton Rock with the help of the local natives.

### **Key characters:**

- Abdul; large assistant to the Great Hugo who nearly kills the Hardys by pushing them off a scaffolding in Puerto Rico
- Hamilton, millionaire guy who lived on Calypso island and was the ring leader of the bad guys
- Fernando, native who spoke English and eventually helped the Hardys capture Hamilton.

### **Key locations:**

- Puerto Rico, they flew there; Calypso Island, place where bad guys and natives live and the location of Skeleton Rock
- Cuba, the Hardys land there on their flight down to Puerto Rico and Fenton spends some time there.

## **38. *The Mystery at Devil's Paw***

**Frontice piece:** p. 160

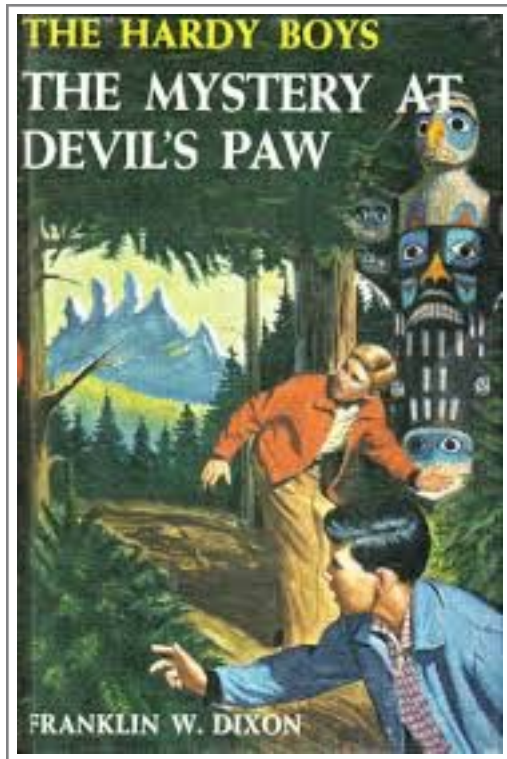
**Dust-jacket Cover:** Possibly pps. 123 & 124 or possibly around p. 160 when the boys discovered the Thunderbird or perhaps p. 170 when the boys are skirting Devil's Paw to get to Robbie's helicopter.

**Plot:** The story begins when the Hardys receive a telegram from Tony Prito who is in Alaska. The letter indicates he is in some danger and has stumbled onto a mystery.

The Hardys begin plans to head to Juneau first by their father's personal plane, but later their plans change and it's decided to take a



commercial airline. They encounter opposition at the Bayport airport from a shady looking character who speaks with a foreign accent. The man is later captured by Fenton and turns out to be a foreign agent.



When the Hardys arrive in Alaska they visit Tony at his work on an island protecting game from poachers. It becomes more clear the mystery surrounds the possibility of foreign agents trying to recover a fallen U.S. rocket ship in the vicinity.

Eventually the search leads up to Devil's Paw, which is a mountain ridge formation where the bad guys hideout. With the aid of a native Indian they locate the bad guys and capture them. One of the better stories in the new section. Only 183 pages with 5 illustrations included.

### **Key characters:**

- Shad Yawke (Watchdog), one of the nick names of a bad guy who was guarding the father of
- Robbie, helicopter pilot who was captured by the bad guys at one point in the story
- Fleetfoot, Indian (Haida) who helped the Hardys track down the bad guys;
- Ted Sewel, friend of Tony Prito in Alaska and who helped the Hardys in their search
- Mr. Sewell, worked for the State wildlife dept. but was kidnapped by the bad guys
- Romo and Remo Stransky, twin bad guys who were obviously foreigners;
- Mr. and Mrs. Turner, they were stranded on Mendenhall Glacier and rescued by helicopter by Robbie and the Hardys.

### Key locations:

- Juneau, Alaska; Kooniak River, river that Tony has his island station on
- Devil's Paw, ridge formation that looks like four fingers and a thumb (on the cover), Indians were superstitious of it and because of that and its inaccessibility it was chosen as the headquarters for the bad guys
- Mendenhall Glacier, a long walk from Juneau (the Hardys had to do it when they were stranded on the glacier)
- Ketchikan, ham operator lived there and relayed distress signals to Juneau.

### 39. *The Mystery of the Chinese Junk*

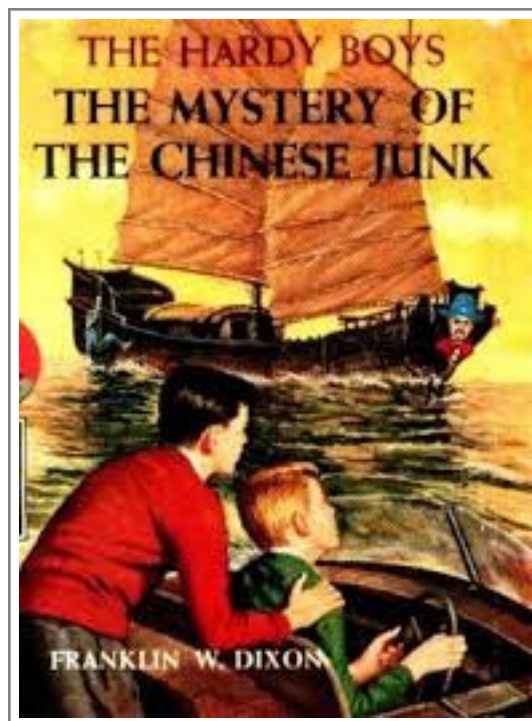
**Frontice piece:** p. 50

**Dust-jacket Cover:** I couldn't find any page or part of the story that corresponded with the picture. [D.J.]

**Plot:** While Fenton is out of town on a case in California the Hardys decide to purchase with some of their friends. It's a used Chinese Junk located in New York City. Several Oriental characters try to worm the Hardys out of the sale and as a result the Hardy's begin to believe that perhaps the junk has contraband somewhere hidden on it.

The boys and friends sail the boat from New York home and begin a summer business of taking passengers out to an island for picnics. At the same time a local doctor is apparently swindling and stealing some securities from widows and spinsters around town. Well, the story lines are coincidentally tied together into a neat package. The man Fenton is looking for in California know as Balarat, aka the chameleon, shows up as a doctor in Bayport and then gets involved with smuggling as well.

Eventually the Hardys track the crooks to a cave on the island, find the hiding place, get caught, escape and finally capture the bad guys. Also, a treasure map is located on the junk behind one of the eyes painted on the ship.



Everybody get prizes, in this case, ten percent of the wealth derived from the treasure mentioned on the map they find, divided six ways.

**Key characters:**

- Dr. Montrose, alias the Chameleon, alias Balarat, the key bad guy in the story who is swindling money and pretending to be a doctor
- Chin Gok, oriental who is involved in stolen goods and who meets up with Montrose at the Hardys and enters into an agreement with the key bad guy to work together;
- Clam Daggetts, local boatman who competes with the Hardys to take passengers out to the island.

**Key locations:**

- Rocky Isle, lay about five miles beyond Barmet Bay in the open sea, location where the Hardys took passengers on their junk ferries and eventual site of the bad guys headquarters (in a cave on the cliff on the north side of the island)
- New York City, place where they purchase the junk and from where they sailed to Bayport.

**40. *Mystery of the Desert Giant***

**Frontice piece:** p. 77

**Dust-jacket Cover:** p. 174

**Plot:** The 40th mystery solved by the Hardys begins in Bayport with a visitor to the Hardy home. Chet, trying out his new infra-red camera, takes some pictures that evening of people coming to the Hardy household. Coincidentally they had been earlier warned to beware of a stranger that night.

It turns out that one of the people that came over was a relative of a missing man and wants Fenton to track him down. Of course, he can't (as is often the case in the series) and Fenton turns over the job to his sons and Chet.

The Hardys, who are now expert pilots, fly their airplane out to California to take up the search for the missing industrialist. They begin by looking near a desert “giant” drawing that Indians had inscribed in the earth because that is where the man was supposed to have disappeared from. It's

obvious that they are on to something because they keep running into bad guys trying to thwart their efforts.

Eventually they explore down the Colorado river into Mexico and pick up the trail that eventually leads back up north to Denver, Colorado. They find the industrialist who had been running from a gang that had intimidated him into believing that he was wanted by the police.

That man joins the Hardys, returns to the California desert giants where they locate the counterfeiters, and with Fenton's help round up the gang.

### **Key characters:**

- Clement H. Brownlee, relative of missing man who put the Hardys on the case;
- Willard Grafton (alias Bill Gray), missing industrialist from Los Angeles who loved Shetland ponies
- Phil Dodge, attorney who came to the Hardy house to put Fenton on the case for Brownlee
- Al Purdy, bad guy who is the one who showed up in Chet's original photograph outside the Hardy home and who dogged the Hardys throughout the mystery;
- Ringer and Caesar, two bad guys in the gang
- Wetherby, the ringleader of the counterfeiting bad guys who had befriended Grafton as a fall guy and front man for the operation
- Jim Weston, pilot friend of Chet, out in California who helped on the case and in the final roundup.

### **Key locations:**

- Bayport--the Hardy home
- Chicago airport; Los Angeles
- Blythe, California, near sight of desert giant figures
- Colorado river, main river the Hardys traveled into Mexico
- Riita, city in Mexico that the Hardys where headed to in order to find a mechanic to repair their broken down motorboat when they became stranded
- Denver, Colorado, a nearby ranch there is where Grafton had headed once he got the slip on the gang.

## Notes on Hardy series:

### Miscellaneous

An interesting fact is that one book mentioned that Joe Hardy weighed 125 lbs (p. 117 of *Great Airport Mystery*) and has size 6 shoe (p. 113 of the *Great Airport Mystery*)!! The Hardy mother is named: Laura Mildred Hardy (*Clue of the Broken Blade*). The Hardys are described as graduating from high school in the *Great Airport Mystery* but are still in high school in the later book *Footprints Under the Window* (p. 20). Aunt Gertrude, typically described as of “uncertain years,” was described as 65 years of age (*What Happened at Midnight* p. 57). The Hardys phone number is Bayport 6132 (p. 156 of *The Disappearing Floor*).

### Geographical

The Mortons live on the outskirts of town—on the other end of town from the Hardys. The Hardys had a barn in the backyard that was converted into a gymnasium. The Hardys live at the corner of High and Elm street in a large stone house. The boat house is at the foot of High street on Barmet Bay. Bayport is a community of approx. 50,000 (*Melted Coins*). Shore Road is north of Bayport (p. 75 *What Happened at Midnight*).

### Authorship Issues

**Franklin W. Dixon** was the nom de plume for the “early” ghost writer **Leslie McFarlane** (1902 — 1977). His story is told in the book entitled *Ghost of the Hardy Boys*; Methuen/Two Continents, Toronto, New York, London, Sydney, Wellington, Copyright 1976 by Methuen Publications (A division of the Carswell Company Limited) 2330 Midland Avenue, Agincourt, Ontario, Canada or 30 East 42 St., New York 10017.

He lived more recently (before his death in 1977) with his wife Bea in Sarasota, Florida during the winter and in Whitby, Ontario, the rest of the year.

\*\*\*\*\*

This book—*Hardy Boys Series Synopses*—is **not** for sale.